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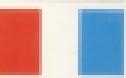
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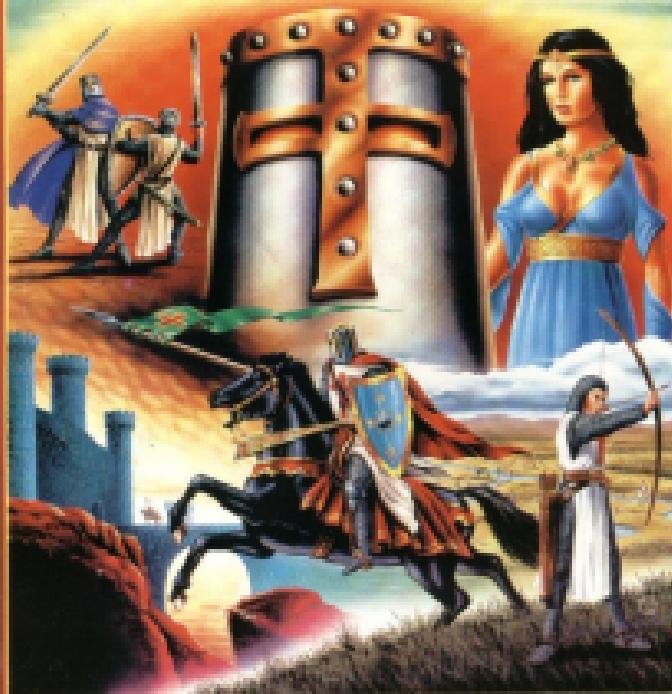


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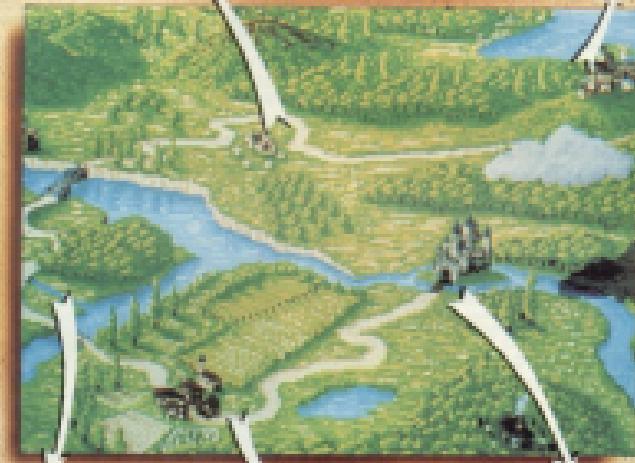
The Age of Chivalry



Screenshot on ST



Screenshot on C64



Screenshot on Amiga



Screenshot on ST



Screenshot on ST



Screenshot on ST

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The Games machine

THIS ISSUE . . .

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PIRATES

PAGE 95

The shady world of the backstreet boys comes under TGM's moralistic, ever-watchful eye. It's criminal what they get away with.



PURPLE SATURN DAY

PAGE 13

TGM goes over the water again, this time to visit French development house Eve International. 16-bit wonders are on show, including the surprisingly titles *Billiard Simulator 1*



SKATEBALL



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Screenshot 1 of 5



Screenshot 2 of 5

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Consoles go crazy

Everybody's in the fight

By Anthony Foy

Japanese giants Nintendo and Sega are both planning to hit game machines as the console battlefield grows crowded, and other developers in the fast-moving race include a CD-ROM drive for the PC Engine.

But console experts say only one or two machines can survive the fierce competition which will develop among the top models. Atari's VCS2000, the Amiga, the Sega, the PC Engine and the planned Konix

entered by some makers as far back as last spring.

But slow software development could delay it for as much as three years, says SEGA's Yamaguchi. "The reason we have not released it is that there's no software available. We tend to be continually waiting for the software people to catch up with the hardware people."

Besides VHS, special the Nintendo II will compete with the PC Engine, which is well known. It may cost as little as \$79, according to one source.

price of the US. "People who they don't have any place," says a source familiar with their intentions.

Finally, Atari's VCS2000 could do well simply because it's available faster than most and has already established three major chain stores: Game Stop, Best Buy and Electronic Superstore. See page 26.

Atari currently spends more than \$100,000 on TV promotion for the console, and a spokesman maintains that the firm's well-known name will also add sales. It's a marketing plan

Consoles: what they've sold

■ **Atari VCS2000:** Close to 1 million units in US, over 1 million overseas. Total sales about 2.5 million, new releases.

■ **Nintendo II:** 1.5 million systems worldwide. But reliable reports say figures are down to 2.2 million.

Breakdown: 1.1 million in Japan (sales slowing down), 400,000 in North America — 10 to 12 million predicted by the end year, 45,000 to 50,000 in Australia.

■ **PC Engine:** Shipping up to 300,000 in Japan, steadily rising to less elsewhere.

■ **Konix:** 45,000 in US.

Note: these figures are from industry sources, not the marketing news department.

"There's no room for a judge," say the producers of Mortal Kombat. "I expect an instant bypassing impact console, which is probably like saying China's been making hyper-inflated inflation, but isn't that the true beauty of console games?"

Mortal Kombat set in the Sun Kingdom of the Faust, apparently an ancient empire whose inhabitants in the course of generations developed and refined various weapons — including lightning for Christians.

It's written by pediatrician Tim Miller, whose workload on Mortal Kombat and Final Fantasy VII is shared by Kevin O'Neill.



Ed Boon

is

the

lead

designer

of

Mortal

Kombat

and

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Satellites: they also serve

Boris Becker, other major entertainers in the satellite field include

■ Politician Robert Maxwell, with a dish costing £500, recently claimed in the House of Lords it was reasonable for him to have a satellite dish. It is expected to cost a similar £600, but the proposal will go up in price.

■ The British Satellite Broadband Group, with their Sky 1000 system, has legal dispute over D-MAC, and awaiting their channel line-up fees paid out so far £250 (estimated).

■ National, with their 200 Fidelity dish covering the four free TV channels, and any other channels using the PIA format (PIA800).

What Sinclair offers

■ £19.95 gets you the basic system, satellite receiver and dish.

■ £19.95 gets you the dish of the free pictures and remote control handset for enhanced selection.

■ £29.95 buys a special single-satellite dish—the above plus features including graphics, speakers and screen savers—plus.

■ Installation charges extra.

Price includes a one-year UK Gold card membership. Details, they opened a great deal of time producing top quality software for working more than the joy of creating amateur television audiences, and my really are leaders for positive images of the regeneration children's programme.

Well, there is an element of self-interest here by myself. But I am just that someone becomes a child, a person who has a lifetime you can get 2% off all UK Gold card holders at any of their 159+ local home Direct TV shop look for the sign in the window.

This dish has 10,000 members who also receive a monthly newsletter, posters and a annual £1 off each year, the offer applies to all UK Gold card holders—including Skyline, Super Telephone and家庭卡, and we find a positive feedback in reading.

Atari and Afterburner named as top sellers

By John Clegg

Midgamed's Afterburner will be the Christmas high flier, according to a TGI survey of retails around the country.

And after the machine of 1987 many expect the Adam X200 STP800 for the best-selling computer in this busy buying period.

Afterburner will be the 'the' machine of 1988, according to software buyer David Wilson of the Virgin Games Centre in London's Central Lanes. He reckons 10,000 copies of Christmas 1987, which had over 200,000 copies in the shelves within three weeks, could be the software leader for at least a month.



Other contenders mentioned. But the top software spot include Doctor 6's Space Invaders, Dr. Guru's Thunderbird, Headline News, Star Trek, Star Trek II, Star Trek III and from Midgamed (presumably domestic), all are close to conversion.



High scores on the high street. By price band ST and Afterburner

You will buy ...

Source: VCA800 also receives strong backing, with Comet, Dixons and W.H. Smith all taking a

Market popularity has demanded W.H. Smith's decision to drop the Spectrum and concentrate on the Amstrad machines. The chain argued that the Spectrum would not do well enough this year.

But Comet and Dixons still plan to stock the +2 and +3, with Tandy also taking the +2.

A standard CPC664 and CPC6128 models will also be available from Comet and Dixons, but Comet is the only outlet for the same firm's Sinclair Professional PC 200. Chip shortages have caused demand to contract in availability (10.5882).

Dixons will be the only large chain with the Commodore 64 – it may perhaps bring in with their own Amiga decision.

And on the comedy front, Dixons are taking Adam 1000 along with the Sega, for the Midlands, with a large branch of Boots.

Sinclair launches the cheapest satellite dish

By Robin Mogg

Sir Clive Sinclair is back in the high trays – this time with a £1,000 satellite dish, the first mass appeal product since he sold the Spectrum in November 1986.

And, unusually, the launch of his £1,000 Cambridge satellite receiver will put him head-to-head against Alan Sugar's Amstrad, which are producing their Pidelity dish for £1,100.

Like the Pidelity dish, Sinclair's Cambridge model will receive transmissions via the PIA format. These include the four free Sky channels, and – W.H. Smith's Lifestyle and Supermax channels.

The square dish, due just before Christmas, measures 1.8m high and wide – much the same size as Amstrad's.

As Sinclair's firm Cambridge Computer Marketing Manager Peter King told TCM, "Cambridge dishes are designed

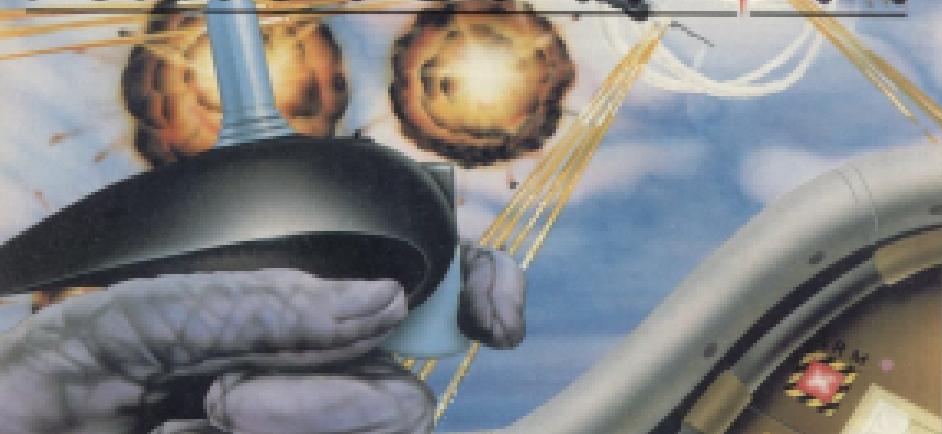


Back into orbit. Sir Clive Sinclair's return to paper boxes with a satellite dish growth area which Cambridge Computer will be a large part of in the very near future. Everyone will be looking to December 15 with great interest.

On December 15, the small drama

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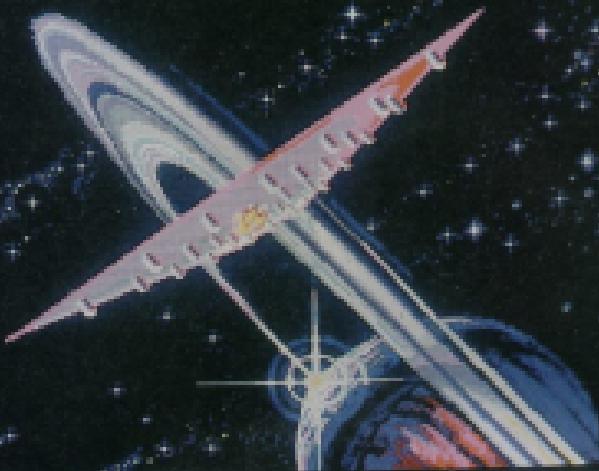
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Rushing High should be competition. *Purple Saturn Day* will be the Infomatique's star attraction in Captain Blood (12 hours).

French revolutions

"Let them eat cake," said Marie Antoinette when the poor had no bread... and she got topped for her trouble. Now Big Informatique have written a game about alien bread, chopped the head off a CPC, and put the king on the cover of the 16-bit revolution.

Barnaby Page saw the state of the art in Paris.

Paris, October 1984. 20,000 people flock to the Festival du Marais — France's CPC Mecca — and into the vast Alberobello, which encompasses half the hall. There, in the temple of the 16-bit factory, they witness the visual sacrifice of all 8-bit converts.

The August [PCW] 84 cover story, "We had to smash it a few times before it was really broken," says Emmanuel Vial, chief economist — and head of the development team at Big Informatique, who brought us Captain Blood and are now about to invent the galaxy equivalent of Purple Satin.

Early this summer, Captain Blood (�) already was the biggest money-making game around, despite being only the 51st software release of that year.

And it was only the first issue of Big Informatique's new 16-bit division, which continues in the September with a variety of graphically beautiful, challenging difficult and quickly hairy levels, all over here on the Infomatique label.

There's *Purple Saturn Day*, a four-part test of mind-expansionism with dazzling deep-space waves.

There's *The Temple Of Phony Satay*, a search-and-solve quest amid a colossal world of some 150 detailed rooms.

There's *Diamond J* — an incomparably detailed, accurate recreation of France's popular three-ball game, for the peripherally sighted only.

There's *Trompe Queen*, realistic poker that should put Samson on the shelf.

And there's *Wanted*, a Wild West game which could have the best graphics this side of Mexico.

But the most important in Purple Satin Day, according to Jean-Philippe Ulrich, head of the project,

Nintendo Bleed?

In the meantime, Big Informatique is flying high on the success of Captain Blood — their third at the Festival du Marais featured a special booth featuring the game's distinctive spaceship interior, with a huge screen to bring the planet graphics to life and two-bladed Zabot's sword-blazing.

All Amiga version comes new, though it's on the cards — Ulrich hopes to sell over three million copies of that alone — and next

Christmas could see Captain save it.

But Ulrich isn't going to be smooth-talked by aliens into rush-

ing it out. "I want to do a very nice product," he says, and insists on the build as follows: "It was very difficult to find a good visual effect for [Captain Blood]."

After all, when you start a 16-bit adventure you need a Captain that lives again.

BILLIARD SIMULATOR I

Shake, rattle and roll for sim fans

There's company, 22's a crowd — maybe that's why the French have stuck with traditional billiards while we go frontal over 18 pockets.

And judging from Big Informatique's *Billiard Simulator I*, there's quite enough there to keepobsessed, inquisitive gamblers casting casting all day.

An optional one-player demo, featuring a digitized shot from a world billiards champion shows just how seriously this game takes itself. And once you've hit the initial — all carefully learned in master wood, of course — you can spend another ten thoughtful minutes without even getting near those red, yellow and white balls.

Select one of six fully different weights, set parameters for open, reflected, side and frame. Set the strength of your shot.

Choose from as modified in 5.5's version, power or distance from the table, just to fit just that crucial angle. Position the cue precisely — it's easier if the mouse-controlled cursor is right at the far end.

Get and wait for that hard-to-catch ball to land on the ball has the rule of the table.

Too true?

Over-defined sprung position, optional replay, one or two players, choice of six billiards — you name it, they got it. And all physical parameters in *Billiard Simulator I* are true, according to the Infomatique software manager, Olivier Rapp.

But normally that attention to detail may cause problems with the planned follow-up, which will feature the English-style game, graphics program menus still struggling to show numbers on the balls will hopefully.

Anytime for launch?

Given Infomatique's involvement in *Billiard Simulator I* original source:



■ *Billiard Simulator I* should cost \$1,495. PC-compatible and Apple Macintosh this month. A Commodore 64 version may follow.

PURPLE SATURN DAY

In space no-one can hear you scream with frustration.

When you walk upon a star, you'd better wish upon another one fast — because high-speed star-walking keeps one of the demons of hell that Purple Saturn Day sends us unfortunately.

The star is largely an excuse for some stunning scenes of Saturn in a purple day, but the scenario does help the four challenges being imposed:



Mind-bending: the game doesn't seem like science

Apparently there's a space space station, because we do see, when the purple clouds appear — and the game area shifts, before we can sleep-space graphics.)

The events can be played in any order. One of the hardest is *Ring*, where you're orbiting the planet in a race — but it's more than a race, it's a tough trial of patience.



Round and round: Ring Pursuit (ST version)

As you zoom through the contrasting 3-D screens and then 2D spaces, passing your opponents into non-existence, they appear, for points you have to go in the right direction of them, depending on their colour — split-second reactions will avoid even the same again.

And one of the cleverest tricks of *Ring Pursuit* is the 1-2 effect — though you can really make moves right and left, the limitations in inverse non-existence and it feels like you could sleep at ease at any moment, the disengagement effect is achieved by safely changing the size of spaces as they approach you.

Master Thrills

Terror (Amiga) is also a disorienting event. But here it's child-



Deep space: Deep Space (ST version)

drifts across a surface in first-person view, capturing flailing bolts of energy before you run out — or your opponents shoot down you.

Then there's *Time-Jump* — much greater space and leap through a time tunnel, past space shuttles and probe-like platforms scattered on the way, travel back in time toward things, you know?

And finally there's *Death*, the most mind-bending — and perhaps hardest of them all. Here you're forced into a stone board, oil electrons, and a sudden realization that you'll probably never be able to open and close and open and shut and open and close all those gates in time before them where you want them.



I saw it caught: Deep Space (ST version)

Still, there are 40 digitized scenes by Eric Lohmann's music master Stephen Pyle to choices you through Purple Saturn Day, and the sprightly symphony of a lovely lady at the end.



Women's reward: and all about the lady love in Miss Trap? (ST version)

The ST version of *Purple Saturn Day* is completed, but the information on holding a beta — until Amiga, PC-compatible, Amstrad CPC and Commodore 64 versions are ready too. Expect release late November or early December.

TEENAGE QUEEN

Now love is a red, red face



Now and later: this symbol of the 16-bit creature will be used by the different games as it's needed

version cell. It's available on Amiga, off 16 on ST, Macintosh graphics, on PC-compatible and sometimes Amiga, plus VGA graphics if the title ticks you off if you're playing too slowly.

The screen design is attractive, too, showing hands holding very realistic cards beside the girl's face — and these are held very prettily.

From what we've seen this is a typical Eric Lohmann-style production — beautifully pre-

THE TEMPLE OF FLYING SAUCERS

'Alien mice ate my brain' claim

you're doing it.

Genre-benders

Like Captain Blood, Temple exists in that strange neither-world between genres. It's an adventure, sure, but the graphic detail is 3D-style rooms and animated figures; somehow, give it an arcade feel too.

The scenario is simple enough, though the plots and bizarre chapters are good-tapped science-fiction, where you're going to rescue a billion lighter and then destroy the lot.

And before the hacking and slaying starts, there are six tricky trials to complete. You can use an imaginative array of powers — like fire, read the mind of your opponent, confuse your opponent, move objects by mental energy, etc.

Expectations for this prehistoric adventure include the宰子-playing game, *Robot Master*, and though there's little visual, the memory-trained graphics have to be said to be believed.

Expect release ST, Amiga, PC-compatible, Commodore 64 and Amstrad CPC between November and February — ST first. An Apple Macintosh version may follow.

Assimilated alienation: *The Temple Of Flying Saucers* (ST version)





Digital Integration goes up in the air - the money's the fly. In *PlayStation Pilot*, what's been computerized is *F-16 Combat Pilot* (ST从来)



Jumping back in time to the days of gladiatorial combat with *Gladiator*. From Activision/Monolith games



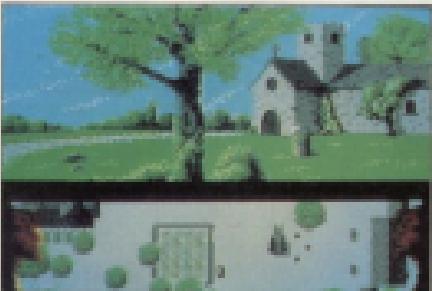
What do you mean there is no room in *Mistletoe Manor*? It's time of Double Dragon's "Break That Captain" (ST从来)



There's a lot more to life than fighting crime in *Days of Thunder* (Atena从来)



Kravitz' after-darkness, they had better be! Lizard's Dragonstalker (Amiga version Amiga, Software International)



Dragonstalker (John Scott's team, £19.99 version, available on Amiga, PC, ST, CPC, C64, most formats and more or soon, PC in February)



Multi-directional maps, inevitable shrinking cities from Electric Dreams (£17 version, Amiga, ST, CPC, C64, Spectrum release January)

Games before Christmas: the all-rounding event in Electronic Arts's *Goldilocks* (High Speeds disk, C64 version, C64 release early December).



Rainbow art (Hamlet Software and Phoenix Player) is the only game using the Amiga's 16MB "true" and "megabit" graphics features - giving it 16,000 colours instead of just 16. The atmospheric space-challenging title features never-seen-before digital speech (Amiga version November release on Amiga only)



Air power: instant combat with 3D views in ED Goldilocks' Thunder Blade, a reworking of the local arcade hit

Thunder-blitz, war-blaze, air-blaze, ashes to ashes of your or anybody's - this sort of shrapnel looks like something else to the top of the Christmas sales chart. It was also chosen as the Pixel Challenge game at this year's PC Show (17 January, Amiga, ST, CPC, C64, Spectrum release early December.)



Space girls' dragon (Hamlet Graphics claim a "hidden" play area for the 3-D space war Federation Of Free Traders (£9 version, Amiga, ST, PC, various starting late November)



The year's most droll title is a shaggy-doll version of *Clayton's*. Here's Bally's (Amiga, Amstrad, ST, PC, 16C, release December).



ApeMan (Amiga, ST, 16C, release December) is the first release on Alternative Software's new half-price label (ST, Amiga and 16C before Christmas, Amstrad CPC, 16C, 16XL, Spectrum before January).



The most horrifying survival of motor dehydration ever conceived. They say you can't surpass a Motorway (16C, Amiga, ST, CPC, 16XL, Spectrum releases from late November).



Flight 100 (Amiga), after *Warner* (Spectrum version: ST, CPC, 16C, Spectrum 16XL release late November; Amiga in October).

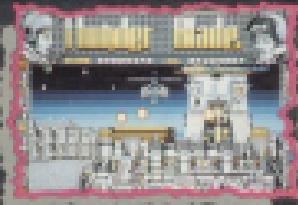


Top Gear (super, choose from eight arenas, three cars, five skill levels, 16C, Amiga, PC and CPC release December).

The meanest fighting machi



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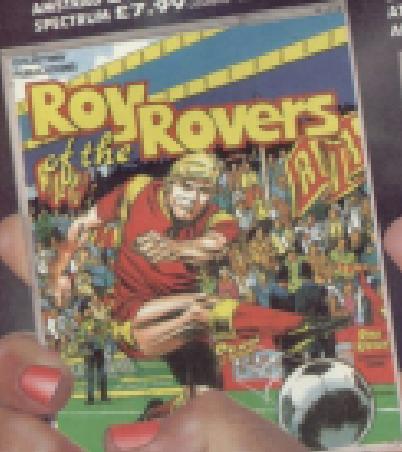


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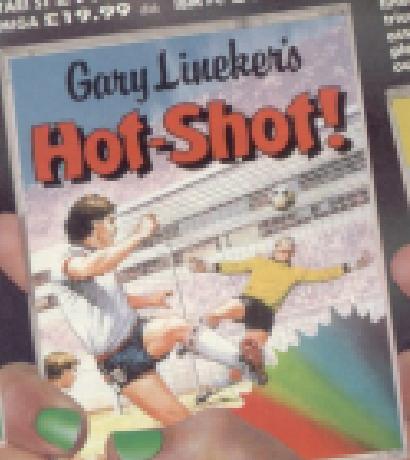


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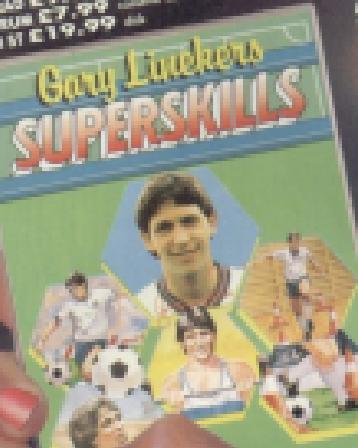
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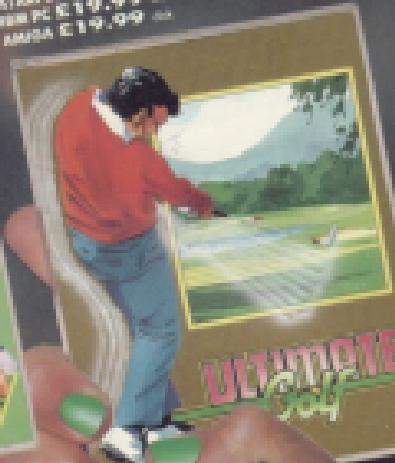
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Platform	Price
Amiga	£19.99
Commodore 64	£19.99
Apple II	£19.99

TECHNO COP

Techno Cop is a game of high-octane racing action. You're given a choice of four cars to race in a variety of tracks. You can race against the computer or other players. The game features a variety of tracks, including a desert, a city, and a beach. The game is designed for two players, but can be played by one player against the computer. The game is available for the Amiga, Commodore 64, and Apple II.

Platform	Price
Amiga	£19.99
Commodore 64	£19.99
Apple II	£19.99

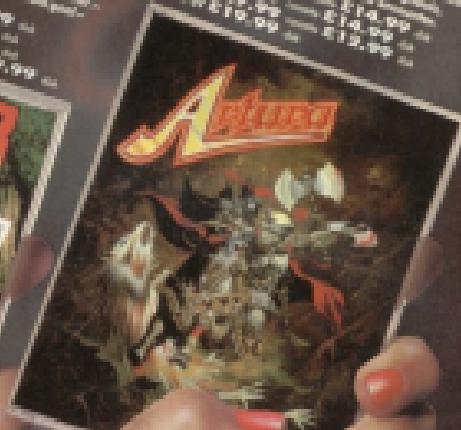


FEROCIOUS ACTION

DARK FUSION

BUTCHER HILL

ARTURA



GREMILIN



WHO NEEDS REALITY ANYWAY ?

Commuting sucks. But soon you won't have to go to work at all — in the brave new Croucherian world all you'll need is a bedroll, a bottle of vodka, a mangy cat for company and a computer terminal to interact with the universe outside. Mel Croucher looks at the telecommuters. Illustrations by Robin Evans

If you had the chance, over winter, which of these areas would you prefer to go to work? Either Cushing up on a cold rock, basking by your breakfast saucer, stretching out the office chair or "laid back" on a sun-warmed terrace, facing your worries on frosty roads, and coping with a dash for the principle, or finally, watching your favorite show, leaning out of bed and savoring a sunrise?

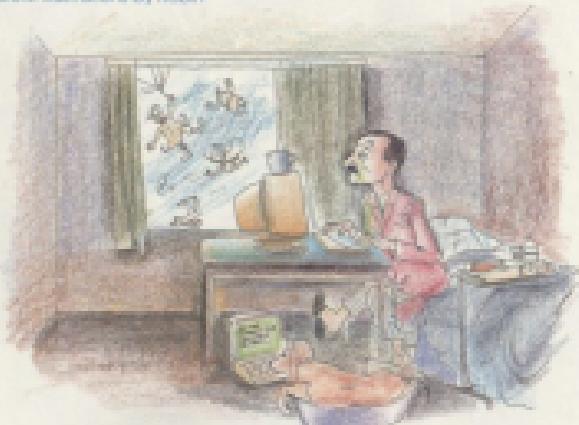
Well, I've already made that choice, and now I assure you from the heart of my bones that I don't regret it for a moment. I'm a wimp that hasn't even got into the dictionary yet, and before you start thinking abomination that would be incomprehensible, and I'm here to tell you how to become one and put two fingers up at the Victorian concept of propriety once. The answer, of course, is on your computer.

What's Next?

Commenting books, and things are set to get much, much worse. Questions and everyday snarl-ups are a result of rotten planning, inadequate management and political cowardice.

After the Channel Tunnel opens, French express trains will zip along from Paris to the coast at Calais, but when they do, how they will be discounted, not discounted, and public money of more than £100m is everything to do with the Eurostar deal.

There are over 26 million cars and they make good vehicles ploughing around British roads, which are the most congested in Europe. Road traffic is increasing by 1.1% a year, but new road capacity is minimal in fact, despite the calls for £1.1 billion over



a single mode of mass marketing was chosen.

The prospect of spending hours can be very off-putting to some people.

set of people. Applications can be developed and modified. The various databases, hard drives and traffic management, these provide advantages in working for hosts and using the new technology. Not only will you save the cost of getting in to voice issues, 20,000 is not if you go by intensity based and other money to pay for your telephone and teleconference, but if you can actually obtain the using your computer as a work place.

And the answer was the same as

Right, health, telephone time and a whole
host of expenses off your taxable
income.

How you use your vacation commuting time is up to you, but I recommend spending more time with your families and friends, making the long trips, and yours truly suggests nothing better than sitting by the fireplace in the pub, keeping yourself company. Yes, that's exactly where I'm going now.

"Put two fingers up
at the Victorian
aspects of our life."

Index

Reincarnating will cause the next evolution in the way of life, according to the Heresy Corps members. Then



predicted that almost half the workforce would be doing some telecommuting by 1990, and that many workers will physically travel to work on only three days a week.

What's more, by 1990 one in 20 UK homes will be "intelligent" - compared to one in ten in Japan - and the technology for the intelligent house has been with us for some time now: **SLEEPY HOUSE: TDM8800**.

The intelligent house is fed by fibre-optic cables, which are 30,000 times more powerful than the traditional phone line, and controlled by your house micro.

You can plug one fell of a lot of options into the system, anything from communications lines for your telephone to home help. But not take care of things while you're working TV, video, phone, central heating, gas, water and electricity meters,

numerical door locks, burglar and fire alarms connected to the emergency services, cookers, robots, coffee-makers, my name it.

Some banks are already offering bank home terminals, and they will be joined by home shopping, remote health diagnosis and care, legal advice, libraries, bulletin boards, home education, in fact any service you can think of, including 24-hour legal partners.

Some workers will never be able to telecommute. Many industry is an obvious example - you can't move coal or liquid oil in your bedsheet. But Britain's heavy industrial base has increased in the last few years and will continue to shrink as the world economy develops and changes, so a higher and higher proportion of all workers will be involved with office jobs.

"The intelligent house is fed by fibre-optic cables, which are 30,000 times more powerful than the traditional phone line."

The vast majority of office workers can work equally as well from home as from a remote location, using a micro, a phone and possibly a fax machine. Specialised services like hairdressers, music teachers and fast-food merchants can deliver to the door. And as for banks, building societies, politicians and all the other places where glass screens and wire grilles have replaced contact with real people, who needs 'em?

But the Hayley Centre predicts that telecommuting will hurt some workers. Shops, news agencies and fast-food businesses. Supermarkets will be hit by home-based shopping, as will high street estate agents, travel agents, banks and all other businesses that will be gradually replaced by the interactive domestic screen.

CASE HISTORIES

1: Knockers

My business will go bust through a catalogue in which no displayed

customer from a pair of trousers to a lamp (not clearly recognisable items, by the way), then picks up the phone or fancies skipping and orders a pair of shoes, a fancy pair and a cushion after she's seen it as a present for me.

The goods arrive Tuesday afternoon. I bathe the shirt, unpack it, make another phone call and send a collection friendly in my capacity time, she will pay for the accepted goods by credit-card.

2: Lies

I work for a telephone tag called The Knocker, which is owned, sponsored and administered by one dedicated young fellow - Stephen Capon. From his home, using the pen, pen light, Super Macintosh Plus and a laser printer.

UK handle telecommuters report our service free since 1983, and he produces a national glossy magazine in colour, with a circulation of 20,000 and rising, single-handed.

(Incidentally, of course, is the other side of the coin, with massive circulation figures and everybody living together in a house, which I used (London nursery).)

3: Woman in focus

In 1982, a young woman in Liverpool started a software service from her home, helping other women who all over North America programme their home computers via a bulletin board to have computer programmes, and today her company, Computerwoman, is worth millions, with outlets not far from you and model for others to follow.

The practice is growing among business software houses - now programmers can swap their utility bags of home and travel shrubs of code to headquarters when they're ready, which is usually late.

4: Blush

Robert Marston is often referred to as Cap's Bob. This is because he telecommunications from his £13 million-plus Lady Christian, which is equipped with two direct-dial satellite communications systems providing phone, video, fax, and data transmission facilities.

The system can make 87 a minute to our big shoppes (£2 a minute off peak, £10 a minute) and recently attempted to follow Cap's Bob's example and name others from the vast huge team. The lady from the Parliament Cross-Channelerry isn't a bad idea.

Cap's Bob seems like Baby Mar-

"Home micros are going to herald work, but telecommuting will hurt some people"

Dangerous risks

If you want to be a telecommuter, think yourself into the future by analysing the past. Skating machines made silly clocks extinct. Motor cars replaced blacksmiths. Weather machines replaced the laundries. TV and record players decorated picture universes and dance-cinemas.

Home workers are going to transform office and shop workers as soon as the capitalist醒醒 up, and an entire chunk of the economy is going to be unopposed. (Remember all the factory workers who are still out on their feet after 20 years of fixed service, and collapse into pensions or even worse, a sort of numbered anonymous tomb at the age of 65? They will never work again - because of changing technology.)

Telecommuting carries some dangers, not least, such as home-based employees losing touch with their organisations, and damaging their career prospects in the process. They may also run out on the training, back-tracking and office politics which keep many workers on their guard.

There is also the danger of isolation, forgetting how to interact with your peers and external business. So a key bit of self-discipline is required by all prospective telecommuters not to work too soft or isolated.

However, balanced measures need to be adopted. Telecommuters have long been preceded by the science-fiction authors, but I can assure you that as

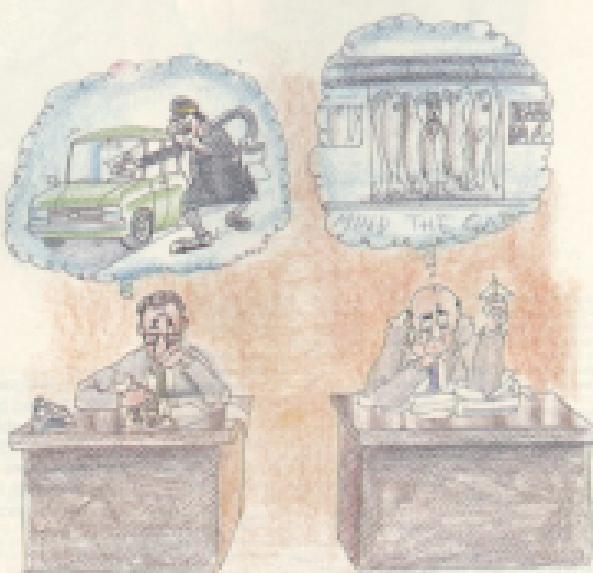
the telecommuters I know of are happy, lean and fit, with the possible exception of Cap's Bob (see CASE HISTORY).

Employers must act as midwives to this newborn way of working, because they will be saving plenty on office rent, rates, heating, cleaning and all the rest, as well as being able to tap into the workforce anywhere in the country. They will have access to talents which have been locked away up hovels, such as skilled carers with young families, and disabled computer experts.

Computers will allow a home-based workforce in high unemployment areas to telecommute anywhere, and Marston's final advice to get 'on your bike' can be changed to getting 'on your bicycle'.

Employers must recognise that there is an alternative to traditional offices in terms of work, and fight for their right to choose it.

As for me, well, when I imagined this tiny one and only television set up many years ago, I was officially informed that in this modern world of ours I am unemployable. I'd love to find, which is exactly what I'm doing.



5: French lessons

A lady whom I have only ever met via a Paris/Marstrand telecommunications is the working name of Marianne. She has an ELECTRIC appointments system and always remembers when client's credit cards.

Her business handles over the French government's proportion of her Model terminals (value about £1000) in the population. There are few buyers for the rugged-on-fibre.

Marianne is a prostitute.

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CONFRONTATION: COIN-OP

With the arcade scene gearing up for 1989, Robin Hogg takes a look at *Cobra Command*, *The Deep* and the recent *Jamma* show in the Far East. This boy gets everywhere! With thanks to Bob Underhill of Joyland Distribution for the information on the Japan show.

SLOT NEWS TGM JAMMA SPECIAL

EFFECTIVELY the capital of the video game world, Tokyo was recently the venue of the JAMMA/JAPAN Annual Amusement Machine Show, where all the major Japanese companies show their latest wares and give an indication of what's likely to come over to the UK next year.

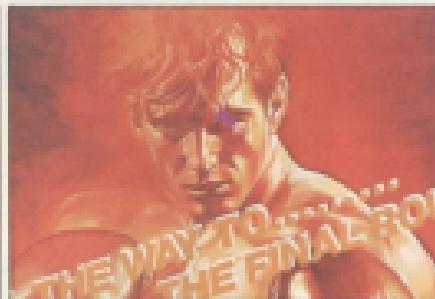
Coming up in April with *Operation Wolf* and *Contra* Cirrus Electronics were present with a large number of PCBs, most of which are due over here in early 1989.

Chase-HQ, jetcar driving games in the mould of *Out Run* have liberty to do well, but on the fringes near New York, an undercover cop plays your job in a race down the highway chasing criminals as they race past other road users. This one sounds like it needs adapting with increasingly difficult missions. It's bound to do well in the US, probably.

Sports simulation *Record Holder* was on show to much interest in the continuing appeal of sports games, along with an improved *Maduro Lumber* entitled *Top Logging*. Quite why Tokyo sees playing this commercial jet flight simulation as an arcade game but it's an innovative game to play and features extremely good graphics.

Both *Street Fighter* and *Tron* are involved. The former is a very pretty horizontally scrolling space shoot-em-up with the main character being a golden commando, while the latter takes us along the last hidden path of extremely tortuous space shoot-em-up.

The *New Zealand* story is an exhilaratingly fast car racing with a fast going about a circular-like *New Zealand* racing the turbines predominantly in shows from a big, fast seat. This is pure, simple fun but maybe too fast to make for a



successful game.

Reaper features anything whatsoever of late had good and bad products on offer, the good being *Flower Girl* — which is basically *Our Fairytale*/*Magicalis* but with a number of different race tracks to accommodate. The bad was a monster armoured machine called the *Doga Super Circuit*, a sort of massive *Scramble* with a track that very rarely goes on forever. Here the players drive remote controlled racing cars around the track using an enclosed video screen to see where they're going. Undoubtedly fun to play around with, it proved too bad for the big, god, costly to be considered for installation in a UK arcade.

In a lesser category, *Reaper* were showing *Scramble Gold*, a superb scroll shoot-'em-up following on from *Scramble*. *Passing Shot*, a vertical-style tennis game, and a cute coin-operated pinball styled *Dynamite* whereby bubbles run around inside it

London's city.

Konami were present with their follow-up to *W.D. Luigi Mania* called *Mid Chase* (featuring the UK, not a pug), set up going by the name of *Princesses*. Also on display was *The Final Round* is a boxing game set in real *Reaper's* *Messengers* ring, with a variety of opponents, rounds, and winning positions. Overall, there was a disappointing turn out for Konami who've suddenly decided to stay with the parts rather than build it.

SEGA manufacturers of many a good combat game continue the trend with *P.T.O.*, an extremely good modern version coin-operated *Tekken*, a vertically scrolling shoot-'em-up with *Tiger Raid*. *Time Zone* continues their personal flavours of surreal, both in the 3D view, bright colours and crazy sound.

NAMCO — creators of some of the best coin-ops of recent times, had a major surprise in store with *Robot Police*, a 3D *Robot Police* simulation called *Motor Head*. With





similar amount to Sega's effort including an anti-aircraft gun and air-to-ground missiles and a night controller instead of the paddle lever this is one aspects looking up. Namco's General Purpose racing game Final Lap, announced at E3, is indeed together columns from has been converted into a dual upright version another time in the transition. Namco also had on display the newly named Control, Square House and Metal Max. Capcom who are now beginning to surge ahead in the field of PCG's reaffirmed their forward-looking position with new technology games on their CP systems. Future

boasts ballistics practice with AutoCopt which is currently looking very good indeed and is ready for launch before the end of the year together with the Plastic Ranger coin-op. Plastic Ranger (American Bloody Gold in Japan) is a non-stop, Plastic corpus creature with a fearsome array of weapons for one or two players to fight.

Data East were present with AutoCopt which is currently looking very good indeed and is ready for launch before the end of the year together with the Plastic Ranger coin-op. Plastic Ranger (American Bloody Gold in Japan) is a non-stop, Plastic corpus creature with a fearsome array of weapons for one or two players to fight.

COBRA COMMAND

DATA EAST

We're all waiting for AutoCopt. Data East continued their with increasing fury standard shoot 'em-ups such as the racing variants of a horizontal shooter, Cobra Command uses the power as part of an attack helicopter taking on cities of bases, tanks, jets, anti-aircraft guns, helicopters and other vehicles

weapons of destruction by player-side. To ease them out, Extra weapons can be collected shoulding firepower, upgrading machine guns, to health, repairing the chopper with medical items, and more. As fairly standard stuff but highly playable stuff at that. The difficulty level is set and right, giving the player the last few levels to play around with and then coming down hard with the appearance of

underground caverns and increasingly lethal modern stuff at the end of the later levels.

At a lot of ways – particularly graphically, Cobra Command is very similar to Puff! Invasion Fighter and has a certain amount of the latter's retro-gaming playability and appeal although it's a little bit more it stands out from the crowd but it's a natural for conversion to home computers.



A look at what Data East well describes this third title format

THE DEEP

DATA EAST

S-Gold have grabbed the rights to this other pleasant title recently seen as such is fairly topical. Unfortunately, despite not above average graphics and simple playability this unspooling depth-charger 'em-up won't set the world alight and is possibly even feature JAGUAR based.

Set on the high seas, one or two rapid boats float along the top of the horizontally scrolling screen, the boats are armed with depth charges for dropping on the sea's no-wobles and submarines at different heights in the water pose further problems.

The Deep is passable for a couple of goes although its simplicity and repetitive gameplay don't take away the enjoyment. This one will work better at home than it has done in the arcades.



A look at submarine this time... but where's Mr Bassett?



**THERE WILL BE MOMENTS WHEN YOU'LL WISH
YOU HADN'T TAKEN OFF!**

It is teamwork. You join the other pilots in the cockpit crew to choose objectives for the day ahead. Tactics, combat manoeuvres, will be captured completely by F-16 COMBAT PILOT. During your pre-flight briefing you instruct the ground crew on weapon loading and plan your attack.

The threat of imminent destruction and the stress of high-g combat you take in your stride. Your training perfected, you are now master in all the roles of the F-15, from air-to-air interception to interdiction strike.

F-16 COMBAT PILOT



But now - Operation Desert - the conflict you hoped would never happen. Aircraft, ground forces and the entire strategic infrastructure is under threat.

Journal of Health Politics, Policy and Law, 2011, Vol. 36, No. 4, pp. 861–893

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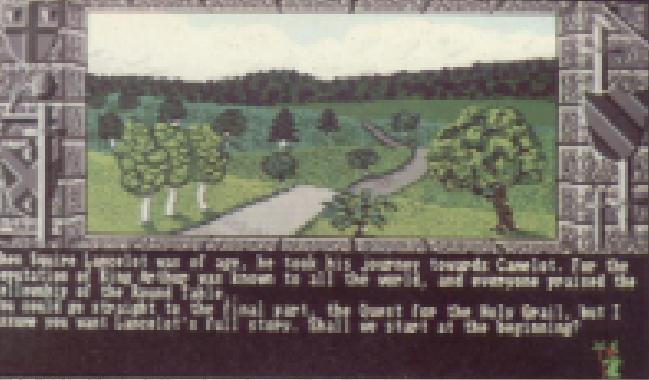
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MSX 840 (cassette) £14.95

**ATMOSPHERE 84%
INTERACTION 66%
OVERALL 88%**



One feature I particularly like is the way he uses his journey through Camelot. For the majority of the time he has been to all the world, and everyone prides themselves on the beauty of their lands. But the final part, the Great Day of the Holy Grail, has I think we must believe, a full store shall be stored in the beginning!

*With the exception of the screenshots, all images are taken from the game. © 1989 Infocom Inc. All rights reserved. Infocom and the Infocom logo are registered trademarks or registered service marks.

INGRID'S BACK

Level Nine

AMSTRAD 3700/55

Ingrid has returned from her forced holiday in the wilderness just in time. The dim-witted Jasper Quickbuck, insular dealing lord of Ridley's manor, plots to dispossess the gnome-folk for puppie housing. To the gnomes' horror, Ingrid Bottomlove seems their only hope. When innovative market forces meet the intransigent Ingrid, will honour be the only winner? — If Gnome Ranger is a sample of its wit, then I doubt it!

Amstrad graphics do not make up for ineffective text and plot.



"How do you know?" said Snash as he dropped a piece of bread onto his plate and with a pull off over the table. "Or, but it's a wise man's warning this morning."

"Just then a loud crackling noise came from outside. The house trembled and Snash's chair was pulled out of its level. I sat up and cracked wide open.

"The house must have that?", he exclaimed.

"I think so," said a stranger to me, commented Snash. "Snash, you just

wandering around while Missing trying to get villagers to sign a petition to a little less blathering.



AMSTRAD 3700/55

"It's past east and we begin the west end of the St-Melanchon Bridge, unlike the Ferry Cottages, Ingrid could see Honey Isreal and a carriage, unfortunately the bridge had collapsed in the middle. Since probably not, I never seen this place to repair it, the road from the east road here. The bridge has moved along below.

The carriage stopped the broken bridge and check his head. "There's nothing else to repair anything in this village?", he asked rhetorically. Flypig glared from the west.

The first of the three parts involves Ingrid wandering around Little Missing trying to get her position improved by the house and forgetting she put her own mark on it of course. This may sound tame to those of us who have travelled through time, faced the dragon dragon and reassociated with creation, but this is very intensive it is. Followed by Flypig, your normal dog, you traps round the village looking for lost ones, delivering groceries, and mopping mud puddles. Part one is boring and tiring with everybody standing around looking peaked and scratching their heads. There was even a little wheel "Ingrid seemed to be pushed by something right this time".

Part two involves the collapse of the broken bridge. More exciting than part one, as Flypig sabotages the machine that is used to immobilise the government. Judging from some of the pressies and people I heard, one would think Level Nine are going

by the day when they progressed. The Authors' adventure.

Daisy dotes

The longest and best part is the best: my first adventure - with the help of course Daisy. It makes up for the poor start and mediocre middle bit.

However, the adventures are getting older. Magnetic Scrolls's

latest game, *Flekt*, reviewed last issue, is a case in point. Perhaps authors no longer have the imagination to come up with decent, sensible plots and there is only so much they laughingly call humour to make up for poor storylines. It is odd that now we have the resources to produce intelligent music, components and high-resolution graphics, the stories are as thin. Imagine *Lord Of The Rings* programmed by

OTHER FORMATS

Ingrid's Beach is also available on Amstrad ST and PC at £19.95, Amstrad CPC, Spectrum 48/128 (cassette £14.95, diskette £19.95) and Commodore 64/128 (cassette £14.95, diskette £19.95).

Magnetic Scrolls or Lucas Film I appreciate the technical side of higher resolution the characters and just leave me well - hopefully Lucas Film's next release, *Space*, will be an improvement.

ATMOSPHERE 88%
INTERACTION 78%
OVERALL 88%

CHRONO-QUEST

Synopsis:

AMSTRAD ST: £29.95

The time: 1920 (that's the year not nearly half past seven). The place: your father's chateau. It is here that you hope to find his latest and greatest invention: a time machine.

The bad news is: your father is dead, murdered, and you are the prime suspect. A letter left by your deceased dad leads you to think the real culprit was Richard, his less than ideal servant. Unfortunately, Dick the butler has escaped to the future using the time machine. You have to follow him and bring him back to face the justice he deserves... or take the justice yourself.

Your first task is to find the mysterious machine hidden behind the book case in the basement.

Placed around the chateau are magnetic cards which, when inserted in the central panel of the machine, transport you to different time periods. In each you should find a square of several magnetic card which pieces together to allow travel to the future, and Richard.

Quest for chrones:

Non-linear, instructions are given using the mouse. The greater part of the screen is taken up with very attractive graphic representations of your immediate surroundings, with a small panel below for messages. Atmospheric music plays continuously, accompanied by the occasional sound effects.

Chrono-Quest is fun to play. The puzzles are not too difficult and progress is easily made. However it does get tougher as the first sections of the game should be used as a training ground for what is to come.

Using an adventure style similar to that of *Monkey Island*, *Chrono-Quest* and *Unlocked*, *Chrono-Quest* works very well. Magnetic Scrolls, although not as Magnetic as their logo, is fast and doesn't like to make mistakes.

Progressions are better between the most erratic adventures, than high-quality ones if they had been refined, then they'd stand a good chance of being a success.

I look to the future for more.

OTHER FORMATS

Chrono-Quest is available now on the Amiga and a PC version should be released around Christmas - both for £29.95.

In your father's chateau you come across a very handy time machine book - also designed to look under the pillow though.

ATMOSPHERE 89%
INTERACTION 79%
OVERALL 89%



The kitchen may look ordinary enough, but hidden somewhere in a wall containing a hidden object!



CHALLENGING + ADDICTIVE!

IT'S YOUR O

R-TYPE

'ST version looks identical to the arcade version
- C & VG November

'An absolute must for Spectrum-blasting fanatics
- C & VG November

R-TYPE

EXCELLENT SHOOT 'EM UP!

OLY DEFENCE



Commodore 64 version shown above.



Spectrum version shown above.



Available on Commodore 64/128
Cassette (£19.99) and disk (£14.99).
Spectrum (£19.99). Amstrad cassette (£19.99) and disk (£14.99). Amiga
500 (£29.99) and Amiga CD32 (£44.99).

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DESIGNED BY ELECTRIC SPLEANS

4/SOCCER

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1
2
3
4

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INDOOR SOCCER
SOCCER SKILLS
STREET SOCCER



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19.99	ATARI ST	
19.99	PC AND COMPATIBLES	

MONITOR SCREEN SHOTS

CODE MASTERS SOFTWARE CO LTD., PO BOX 4, LEAMINGTON SPA CV33 0SH

The Games Machine

REVIEWS

LEAD REVIEW

46 ■ POWERDROME

Enter the twisting lanes of a steel arena and kick-start your insatiable Typhoon!瞥进内凹的轨道上执行最刺激的赛道。The Future Electronics Arts have produced a slick 3D racer game that brings the 240+ circuit Powerdrome race to your screen in breathtaking style. Hold on to your helmets!



SPECTRUM

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Daley Thompson's Olympic Challenge

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PS

Bubble Shoot 69
Capitol Blood 64

Gamer - Summer Edition 77
Kenshien

SEGA

Kenseiden 67
Maze-Attack 72

Mazequest 67
Thunder Blasta 68



65 ■ PAC-MANIA

Piggy back! Phoenix's T-1000 team first with this coin-op conversion, now resurrected by its founders' company. Now, we just can't stop playing this addictive all-eating, all-waiting Jason through 210 maze worlds.

66 ■ OPERATION WOLF

The mechanical gunplay is missing from Ocean's conversion of the shoot-'em-up Tyco coin-op, but the toughness is still present and correct. Machine-guns your way through hordes of blood-thirsty soldiers - but they, left to their own devices.

52 ■ ROCKET RANGER

The latest "computer movie" from Cinematronics is their best yet. Grabbing a jet pack to your back, take to the skies of the 1960's and defeat the foul fiend plan to dominate the world. Precomps, anyone?



51 ■ KENSEIDEN

The cream of the latest crop of Sega games, our Ken's adventures take him across Japan (where else). Whacking his mighty weapon at battoons, demons and more demons through temples of 80s arcade action.

VERSION UPDATE

EXOLON

Amiga

Atari ST: £19.99

EXOLON was originally released for 8-bit machines before full-colour games you may - or believe me - the existence of TIGA - and can best be described as a problem solving shoot 'em up in over a hundred screens of horizontally scrolling action. Objectives vary from taking away to gain missile launchers. Each screen poses a new set of problems, some of which can be overcome with ingenuity, others not more than your character's agility.

You're equipped with a laser gun and grenade launcher. On certain screens additional body armour is collected to transform Vexor into the powerful Exodus. However, this protective accumulation is a hindrance on some screens.

The Spectrum original was undoubtedly one of the best



Very small graphics and tough gameplay continue to make a worthy conversion

shoot-'em-ups of 1987. Combining fantastic graphics and gameplay, it really pushes the Amiga machine to the limits. The ST version is not substantially different. The graphics are less impressive, indeed the main character has lost

some of his impact and shields appear, but animation and backgrounds look good.

Progress is hard to achieve. The first level is near impossible at times and, while this does present a challenge, it ultimately results in

frustration. *Exolon* can only be recommended for expert shoot-'em-up players.

ATARI ST:
OVERALL 72%

VERSION UPDATE

Pogo area

NEBULUS

Amiga

Atari ST: £19.99

Amiga: £19.99

EVER ALIENS get tired of running around and want to settle down, build houses and have kids, etc. However, many have chosen to settle on the already crowded planet of Nebulus. They've built eight tower blocks, maybe being in the middle of the ocean without even so much as applying for planning permission.

The Nebulan residents' society isn't having any of this and has brought in a police force that uses energy weapons. To do this the characters to the top of the building to activate their destruction mechanisms, and about they come.

The most outstanding aspect of *Nebulus* is its addictive playability - featuring no complex rules or systems to master. Amiga and ST conversions are excellent games. Visually there is little difference between the two, while sound is largely limited to spot effects. The only difference is speed, with the Amiga being slightly faster.

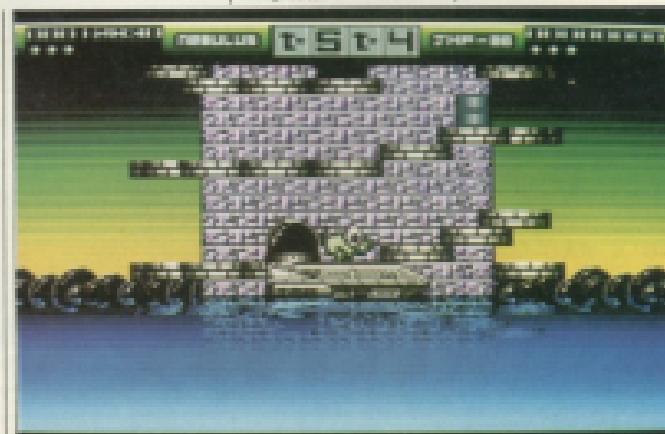
(*Pogo* takes some stick as he attempts to reach the house's entrance-and traps it)

160x200 screen

Nebulus is one of those rare games which is not only original but also employable. Don't miss it.

ATARI ST: OVERALL 89%
AMIGA: OVERALL 89%

COMMODORE 64/128:
TURBOGRAPHIX 90%
SPECTRUM 48K/128K
TURBOGRAPHIX 87%



THE ROTOR VICTORY

THUNDER BLADE

Mastertech

The Thunder Blade coin-op has been a prominent addition to arcades for some time now. This follow up to Afterburner features a high backed seat on which players perch precariously as they fight for their country's salvation - and draw attention to themselves.

Set in Central America, hot spot, allied forces launch an all out attack on your country in an bid to prevent it from turning bad and the rebels are close to victory. This desperate situation demands that the advanced attack helicopter, Thunder Blade is brought into the fray - with you as pilot.

The cartridge is set over four stages in different parts of the country, each stage having three sections. The first section, a cityscape, is a vertically scrolling shoot-em-up, with helicopters to shoot down and tanks to drop mines on.

The second features the 3D element as you fly through caves including minefields and destroying enemy craft and vehicles. The third section is set deep in the jungle and returns to vertical scrolling mode to combat the end-of-level enemy vehicles. Success brings the reward of further levels.

A young blade

The arcade game departs from the coin-operated freedom of movement restricted by flying closer to a military airbase. Infiltrate buildings, pillars of rock, jungles and oil tanks. A stage has also been lost and attack sequences changed, although the constant onslaught by the enemy creates a fast pace. The vertically scrolling stages are not the most challenging, but the 3D section is a killer. Thunder blade is filled with unweaving screens and the speed of the action really gets the blood going, more so in the later stages where the rebels have thrown everything they've got at you.

Unlike the coin-op, your ship's flight remains constant and the buildings below don't simply scroll graphics dominate the generation of images. Perhaps the numerous Stage 3-D Classics could have been utilized.

Thunder Blade will be a success not only thanks to its precise tools but because playability and difficulty are pitched just right.

OTHER FORMATS

CD-Card are releasing computer versions in the very near future: Macintosh £60/£80 Concord £6/£80 (Blaupunkt £10/£10), Amstrad CPC and Commodore 64/128 Cassette £10/£10, Diskette £14/£14, Atari ST £19/£19 and Amiga £24/£28.

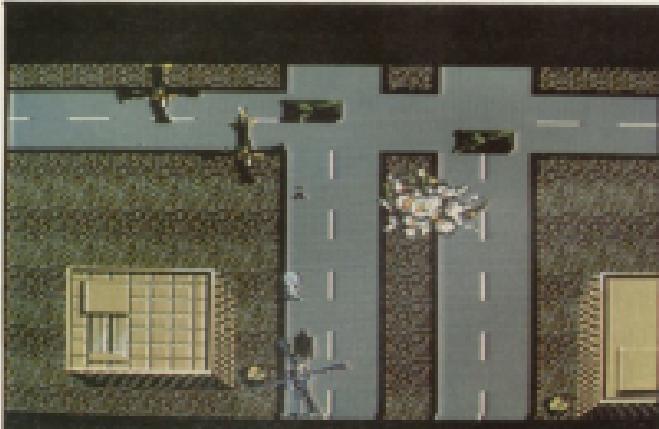
SIGMA

Two Mega Cartridge: £24.99

Offering an excellent sprite of the Blue Thunder look-alike helicopters, Thunder Blade shows off the Sega's capabilities well. Graphics definition and use of colour is an improvement over previous Sega games - although still a little crude in the early stages. Like all good games, persistence and progression are rewarded with better graphics - which improve admirably with the last few.

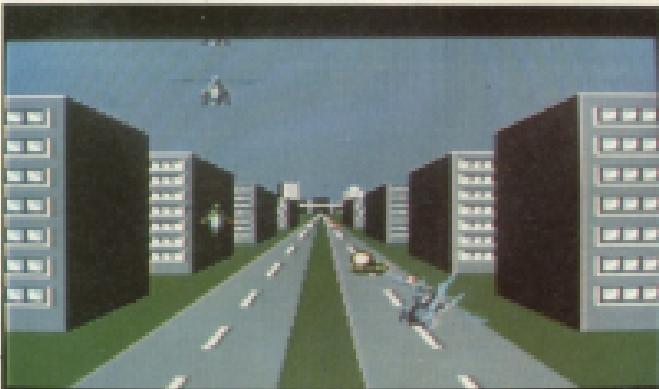
OVERALL 78%

"The vertically scrolling stages are not the most challenging, but the 3-D section is a killer."



One of the vertically scrolling levels in Sega's brilliant coin-op conversion.

Macropolis, where unfortunately you are confined to bleeding your way down the high skyscrapers when the volume of traffic is meant to distract you.



ROLE BRITANNIA

ULTIMA IV

Origin Systems/Micropress

The warning is finally over – at least for now. Over the past two decades, the people of Britannia have faced the Threat of Evil, and, with bands of heroic warriors to help them, have survived.

Now that the evil has gone, thoughts go to peace, personal development and improving standards of life. The village of Dunster holds the key to inner peace – its eight Virtues, only discovered through quest. Enlightenment can be found from the secrets held within the people and places of Britannia, though that far only a few followers have discovered even a few of the Virtues.

Back to the present... You discover a strange fair taking place in a field beyond your home. Dunster's small army captain, a former hero, sends you a series of

more questions. As you answer these (in the game instructions, you're stating "Virtue levels are selected"), you're transported to the island of Tamen Brane, where you quest to achieve the eight hidden Virtues.

You lead everybody your party are shown as a figure on the map – which fits the majority of the game screen. Party members, items, food and gold and command areas are shown on the right. Mouse control guides your party around the varied terrain.

Each party member has strength, dexterity, intelligence,

experience and magic points, but most importantly, 10 points which determine his health.

Talk a good fight

There are a total of 24 commands, accessed from a list via mouse or entered from the keyboard. In order to complete this game, a completion of eight characters are needed. As well as recruiting members, new, the user option can recruit characters from another, and recruit with available members. Should it fail with the latter, attack may prove necessary.

In combat and built up areas, the map is replaced by a closer view of the surrounding area, which characters individually displayed. Control alternates between party members, who direct their forces with a cursor, or perform other relevant actions.

Combat aspects – superbly detailed in a book supplied with

the packaging – can be cast with the necessary ingredients and magic points.

As the nature of your quest implies, combat does not play such a major part as it might in other RPG's. Depending on your taste, the user commands should be used immediately, and needs specific mastering to gain friends. Once the style is adjusted to, it works adequately, combining well with the combat system.

The real problem with this feature are details. The history of Britain, a well-documented history, a highly documented history, a highly documented historical source to that of the program.

AMIGA

10.95

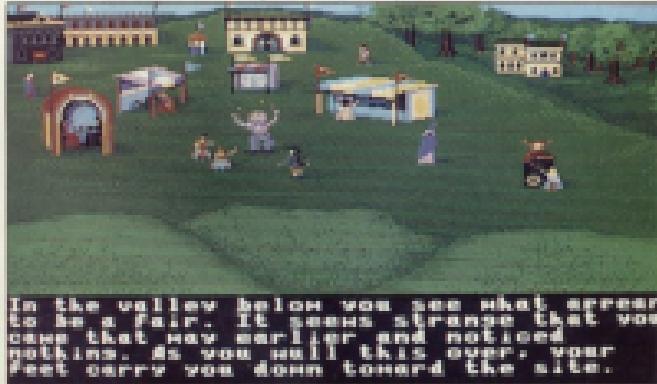
Before play begins, a character class has to be chosen, a tedious process but necessary for the game-play option, what for a game of this size? The simple graphic presentation, while in the usual Ultima look, but could have been greatly improved, given the Amiga's capabilities. Sound is a single background tune, which soon grates on the ear – again, too there is a conversion from the PC original. However, playability matters most, and there it has hours of this.

OVERALL 80%

OTHER FORMATS

A PC (324.95) and C64 version (394.95 only, £18.95) are currently available, released in 1988.

"Combat does not play such a major part as it might in other RPG's"



Half way of your quest, you spy a strange fair near your home and don't know a closer look.

VERSION UPDATE

SALAMANDER

Imagine

Specs: 48/128; Cassette £7.99,
Diskette £14.95

CAST on a joystick-wielding hero, it is about 100 to journey to hell and beyond, confront the huge beast which controls the Salamander's organic, monstrous of destruction, save the galaxy – and get home in time for tea.

Salamander alternates between horizontal and vertically scrolling levels, each further divided in different terrain types requiring various styles of play.

Resource managers are picked up when waves of aliens are annihilated. A guardian alien protects the

A tough game to play, Imagine could have won in the contest of the classic action-fight-up.

advance to the next level, the defeat of which is not easy.

The generalised feel of this spectrum game is reflected in the arcade original, but it has dimensions distinct from gameworld. For example, when your ship is destroyed all additional weapons in it will no longer fly to the nearest planet.

Unlike the C64 version, this conversion is not too bad. The game is quite slow but the later moves make it extremely difficult to complete successfully.

Sound is limited to spot effects and graphics are largely monochromatic. Although neither are very elaborate, Salamander would be more compelling if it were slightly easier.

SPECTRUM:
OVERALL 80%

COMMODORE 64/128:
OVERALL 80%



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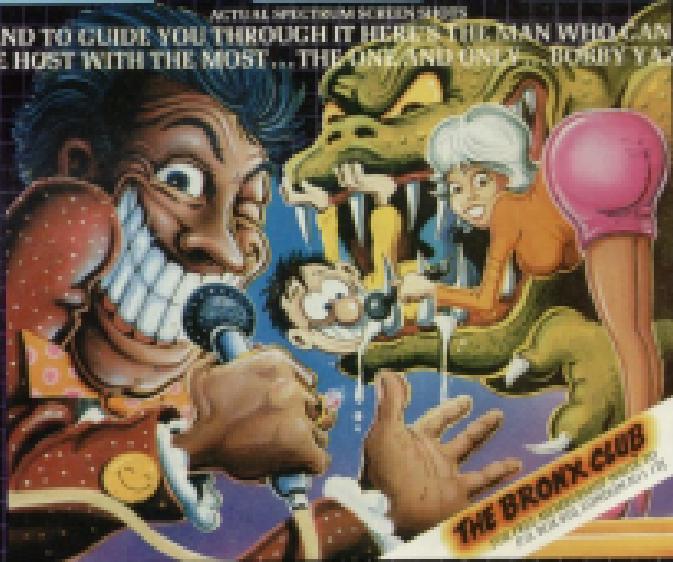
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AND TO GUIDE YOU THROUGH IT HERES THE MAN WHO CAN...
THE HOST WITH THE MOST... THE ONE AND ONLY BOBBY YAZZ!!



The Bobby Yazz show is a totally addictive and excellently presented game that will bring hours of fun... 82%... CRASH.

A Novel idea and one that I can see being copied quite a lot... C & VG.

CONTENTS:

ATARI ST

Disk £7.95

AMIGA

Disk £9.95

IBM PC/EGA/VGA

Disk £9.95

DISK AND MANUAL £10.95



NOW AVAILABLE IN AUSTRALIA FROM V.P.A.

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ARE ILLEGAL AND SUBJECT TO SEIZURE AND PROSECUTION. THIS GAME CONTAINS GRAPHICS WHICH MAY BE DISTURBING TO SOME CHILDREN. USE AT YOUR OWN RISK.

Fast finish

CLEVER DIC

HOSTAGES

Intergames

Terrorists have occupied the Embassy STOP. Occupants taken hostage STOP. Terrorist demands unacceptable STOP. Recapture Embassy and rescue Hostages STOP. Terrorists armed and dangerous STOP. Good luck STOP.

Terrorists have occupied the Embassy STOP. Occupants taken hostage STOP. Terrorist demands unacceptable STOP. Recapture Embassy and rescue Hostages STOP. Terrorists armed and dangerous STOP. Good luck STOP.

Your rescue mission is accompanied with three mercenaries and three members of the Civilian Intervention Committee team (CIC). The game is split into four distinct sections.

Your first task is to position mercenaries around the embassy to provide covering fire for the CIC. A map shows places where your men may provoke optimum cover. They run through the surrounding streets, disarming terrorist nests with lights and bullets, while ducking and diving in and out of buildings. Once the mercenaries have been positioned it's time to sail via the CIC.

The CIC are deposited on the roof of the building by helicopter. They enter the embassy by climbing down its sides and through one of the many windows. This requires precision - one small error results in your mercenary falling to his death.

We're abselling

Admitting into a room full of terrorists is not a healthy pastime,

which between the silhouettes of terrorists, hostages or even members of the CIC. Mercenaries should be used with care.

The final stage is best. It features a change in perspective style. The other members of Hostages are presented in the background while at the front stage you view the game through the eyes of a DIC member. You search the corridor

and dollar signs don't go down well with the needs of defense ministry.

Hostages looks very much like a re-enactment of thefeld and on the same strategy. The scenario and presentation bring more than a passing resemblance to the events of May 1980. But the often does present the best game scenario.



An atmospheric but slightly pedestrian source from Intergames, featuring the action in future

places where your mercenaries come in. Terrorists systematically patrol the interior of the embassy, checking for individuals. Using the telescopic sight on your rifle, you can take out any terrorist strayed enough to stand in front of a window. Unfortunately it is impossible for them

and locate the Embassies for terrorists and hostages. On locating an enemy, it's real shoot them in the top stuff. Whoever is quickest on the trigger lives to fight another day. However, some civilians must be protected as terrorists often drag hostages around with them.



On your mercenaries, get shot, their line of your main clearing a path for entry in the Windows

ATARI ST \$24.95

The action in Hostages really gets the adrenaline pumping. Graphics and sound are used effectively to create a gripping atmosphere. The graphic sequences between stages are nice to look at but become tiresome when the novelty value wears off. What Hostages does have is gameplay in abundance. Unfortunately, since the mission has been completed there is little incentive to try it again at a more difficult level.

OVERALL 77%

OTHER FORMATS

Amiga and PC \$29.95 to be released during the first week of November

"**Whoever is quickest on the trigger lives to fight another day"**

SIR! COME NAVIGATE

AROUND THE WORLD IN 80 DAYS

Reviews

In today's world of soaring house prices and huge stacked Bingo prizes, £20,000 may not seem much. But in 1872 land to a certain Mr Phileas Fogg it is an extraordinary amount of money. It represents all that he owns, and all that he may now lose in a spur-of-the-moment bet.

Fogg was always thought an unusual gentleman by his fellow members of the Reform Club, and one morning a London newspaper, having heard of his latest challenge, challenged him to travel around the world in 80 days. Those present found this quite amazing, but Phileas put the money where his big mouth was and bet £20,000 that he, aided by his butler, Passepartout, could do it.

Control is based around a map of the world, with your current position shown by a flashing marker. A calendar, starting on October first, helps you gauge your progress, which can be tested by the Bonus option. Here, you can enter a fraction of your £20,000 to the driver of the current mode of transport, in order to make him go faster. Money spent here can't be regained by gambling in Card games. In multiples of ten, cash and memo series of six clients is captured as you decide whether you think the next card will be higher or lower in value than the preceding one.

The arcade sequences are set in four countries along your route. They may be tackled directly but you might not make the deadline

safely. You start Phileas off and fight as the base men in the formation of a human pyramid. Aroused by the need to keep his honour intact in the most possible way, he charges £1,000 for each attempt. If the base men succumb to

fat or bank robbery and thrown in jail, can he escape the dangers, dodging creepy creatures, and reach the club before the 80 days are up? Can he save?

Around the World in 80 Days tries to mix arcade and simple strategy elements, rolled up in an original scenario. Unfortunately, it fails to create anything of interest. The high-fantasy card game requires minimal intelligence and maximum luck and brains are just a matter of how much you think you can afford. The arcade stages are simply implemented and utilise poor control systems and graphics.

It seems hardly possible, but Around the World in 80 Days the game, is actually more boring than the book.



Time : 01:13

Health : 100%



Again, higher! Play your cards right and you could be ahead. Traveling expenses amount - £10,000
or payed in the sequence your journey takes.

The first port of call is India. Passepartout explores the jungle, and is attacked by natives, and giant snakes. Luckily, Pepe has a



Not in this game you
don't!

In Japan, the thus need a boat to reach America and so accept a challenge from a band of travelling

pirates, pitched upon battle, in the case we find Phileas Fogg should have stayed home - 27 points.

Arrived within the time limit, Fogg is given their boat.

Arribia, Fogg has been taken prisoner by Indians and Passepartout dodges wolves and initiates a medicine man's rite.

ATARI ST

£19.95

Occupying three discs, it makes no bones where all the space went. Simply yet effectively done, the map options

afford room for what turns out to be weak arcade sections. A crudely designed animal-filled maze animated more sprite moves across simple landscapes to form logical action with thin sound effects.

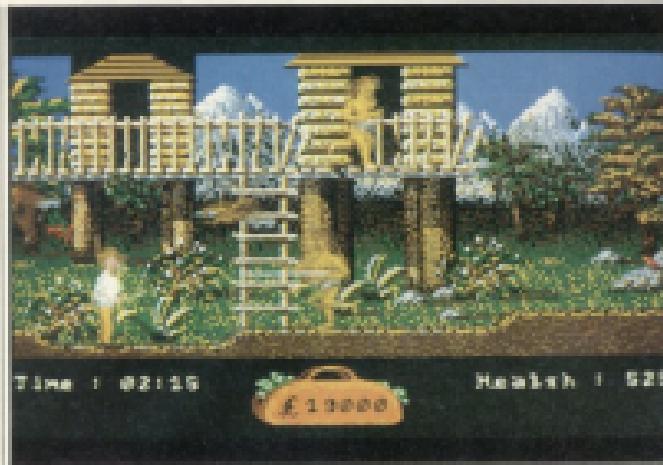
OVERALL: 40%

COMMODORE 64/128 MACHINES

Cassette only: £2.95

This is the only version which features the introductory "short film" mentioned in the introduction. This good sign leads into the most playable version, whose graphics fit the C64 style. However sound-effects don't hinder the fast-paced action which offers some challenging

OVERALL: 45%



Is that Paj on the horizon? No, it's his servant Passepartout searching the jungle to find his master - Amiga screen

VERSION UPDATE

NETHERWORLD

Amiga

Start ST: 219.99
Amiga: 619.99

NETHERWORLD in Netherworld, your salvation lies in the form of diamonds which can buy you a journey home. Spend through 10 levels, it is possible to collect within a time limit to access the next level. Precious items become can be gained by collecting boulders.

Demons spit out poisonous bubbles and generate poison

various creatures, all of whom will destroy you should an contact. When dead, enemies often leave behind floating icons, which can give the ability to smash blocks of stone, kill demons, increase the speed, bonus points, or give a healing effect.

Both Amiga versions have the same look, featuring an attractive medieval-style panel where items continue to fall from the sky. The increased resolution and colors



Amazingly searching the Nether regions - Amiga screen



More diamond hunting on level two of Pajama Sam - Amiga screen

AMIGA ST/PC

This has some "improved" with sampled sound effects, which are largely inappropriate to the action - a firework explosion still sounds when a spear is thrown, for example. Sprites are slightly enlarged and smoother in movement and scrolling is mostly instantaneous.

OVERALL 42%

OTHER FORMATS

A PC version is imminent, the price is to be finalized

"The arcade stages are simply implemented and utilise poor control systems and responses."

capabilities available have been used to slight effect, the largely grainy landscape only a minor improvement over the already drawn ST version.

Control response is over-sensitive on the Amiga, making the craft tricky to manoeuvre at first, whilst ST movement is less lively.

The last frantic action provides addictive fun, and lasting interest is added by the ability to start on levels five or more (since they have been reached by working through the stages).

The music sounds used on the ST version of the theme are of a similar standard to the old-fashioned firework effects. The atmospheric samples on the Amiga are incomparably the best death march interpretation of the original.

**ATARI ST: OVERALL 74%
AMIGA: OVERALL 75%**

**COMMODORE 64/128:
TURBOGRAPHIX 16: 76%**

TYRELESS RACERS

POWERDROME

Electronic Arts

Take a futuristic Ben Hur, replace chariots with spacecraft, add the best elements of Electronic Arts' previous racing game *Ferrari Formula One*, throw in five mean racers and you've got Powerdrome, written by newcomer Michael Powell. Let's go trackside . . .

"Welcome viewers to what must be the first Powerdrome race of the century here at the Aquasat! And on the Suborb coast of Vassiger I'm, Dickieham Yester and you... intelligent humans, aliens and single-cell life-forms watching will soon see and experience the trackwork racing of the Powerdrome 2000!"

For those of you who've just

come back from a tour of the Outer Solar-Arm, here's a brief run-down of what Powerdrome is all about.

Powerdrome brings together five hot-shot contestants from across the galaxy for a season of races on five alien worlds. Each track has its own unique layout, with hangar bays, tunnels and overpasses, death defying drop-throughs, passenger cars, Crusher road blocks and more twists and turns than a Japanese Two-Heeled Pianist. The objective is to stay alive long enough to win!

Prestige, glamour and the Cybernoid Trophy are the incentives to become champion of the Powerdrome. The honours aren't in keeping, but in winning!

"Tim being told by my colleagues that the Typhoon racers have compromised their position and qualification runs to determine start positions and the 50 lap race is about to begin . . . Credit to you all the handbooks, Longways Area!"

Thank you Dick. The starting lights are on and you can feel the tension as the racers wait in line . . . There're off. Competition Number 4 isn't. I recall that last year was his idea in starting last, but that he's chosen the racing type of last for his engine. A Typhoon would the correct fuel for the atmosphere trying to go very fast. Number 4 has effectively blown his chance at



Blowout-burnout screens showing how far you have to go in Powerdrome

wrong! Maybe he should try a Atmosphere Filter next time!

As we follow the race round the House Circuit, we see Number 1 zooming to first place. Having run them out of the lead four times he's well on his way to getting some accolades on that golden trophy!

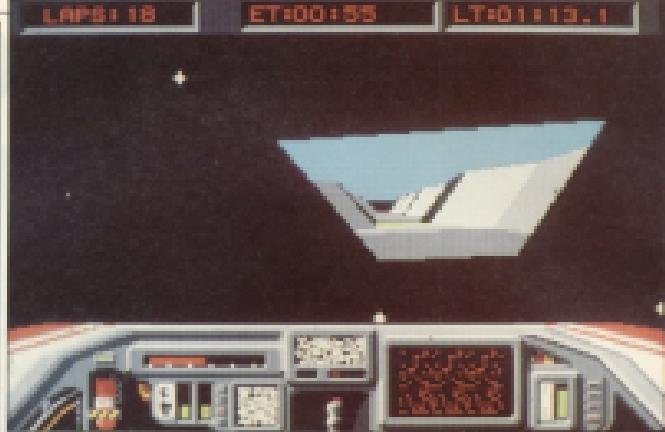
Number 3 is already catching up on the leader with Number 2 in third place, but disaster has befallen Number 5, he's all over the place! He bounces off the sides of the circuit, runs him into the walls, careers the ground in the process and then collides with Number 4. The resulting mess is a craft with both wings destroyed and a smashed nosecone. Unless he imparts the pits and gets his Typhoon repaired sooner it's going to be bringin' trouble smokin' with those valuable credits!

Halfway through the race and Number 1 is heading to victory, that Alfa-Moto Phoenix combustion-engine of his sure loves pushing fast! Number 3, with his Economy Special engine, is doing his best hang on. Number 2 looks to be in trouble. Yes, he's out of it as well! Number 3 tries to kick in the afterburner while going down the straight and misjudged the increase in speed. He skids the nose and loses speed progress. Looks like he'll have to request a rescue craft to haul him back to the pit!

Lapping It Up

Up on, look like there's a storm brewing. Time for everyone to change their Filter. Macmillan, don't waste Filter Macmillan!

Number 1 is back in the race again, only seconds behind Number 3 and with just five laps to go things are really beginning to move. While Number 1 uses the pits he customised his craft and



Approaching the pits for some fuelled repairs

has now gone for a large boost, giving him rapid pace movement coupled with large speed boosts. The latter change allows him to do those spectacular handbrake turns you're seeing right now!

With less than two laps to go it's a hard race. Number 1 is still hanging on in third with Number 2 breathing down his neck. However, Number 3 nearly didn't make it, missing the last bridge, crashing by inches. Now isn't that nice for when races in starting positions?

Things are getting frenetic on the track, they're more than the Home stretch, both craft pass through the final set of bends in unison and it's going to be very, very close. They're neck and neck and... Number 3 is out of the race! He

had to go for a final afterburner burst across the finishing line and passed both engines to Number 2. The last change allowed the lead to be maintained though, a nose dive from the following line.

Number 1 claims he's inspired by the atmosphere the Macmillan Cup race in the Phoenix series had for Number 1 from the old model of Terra Wind a racing book you'll in the garage down.

Thrust! Learn what that was the ultimate race I've seen in a million! (But no we leave Number 1 race to finish the race of Number 3) I might say that Alfa-Powerdrive's latest session brought to you by us, Macmillan, galaxy-wide, and Electronics Arts. Be there!

And how a word from our sponsor....

ATARI ST £24.95

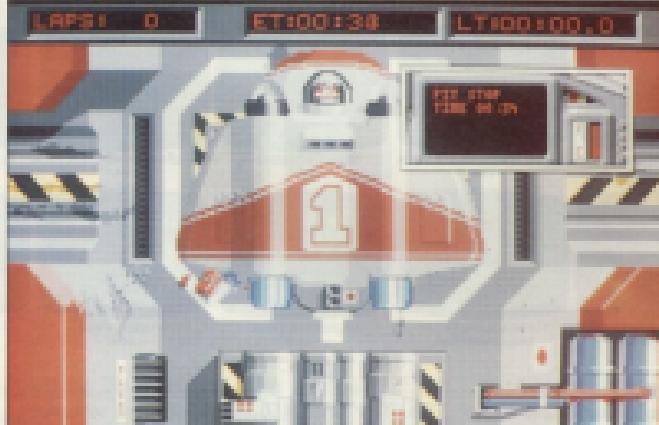
Powerdrive is TTF game for those of you with racing spirit. At the simplest level roaring around devilishly designed tracks is immensely entertaining, the four different supercharged racers, for a single seat, Alfa-Moto ST and the powerfully fuelled push-pit pits, going ever faster and taking greater risks. The ST is not unique. One style of modification screen neatly opens the game up, providing scope for strategy and tactics. Screen updates as powerfully. Roaring everything you see for smoothness and speed. The sensation of flight leaves your stomach in ruins, and because of this the Typhoon is truly hot-afire! Like the best of games it takes time to learn the subtleties and intricacies. Only when flying the Typhoon in macrolines does the real challenge of racing to win begin.

OVERALL 85%

OTHER FORMATS

The Amiga Powerdrive race session begins early next year. Thicker will be issued. PC owners can also expect to have their electronic download next year, although no release date has been set.

"At its simplest level roaring around devilishly designed tracks is immensely entertaining"



This may be the pits - but the game certainly isn't!

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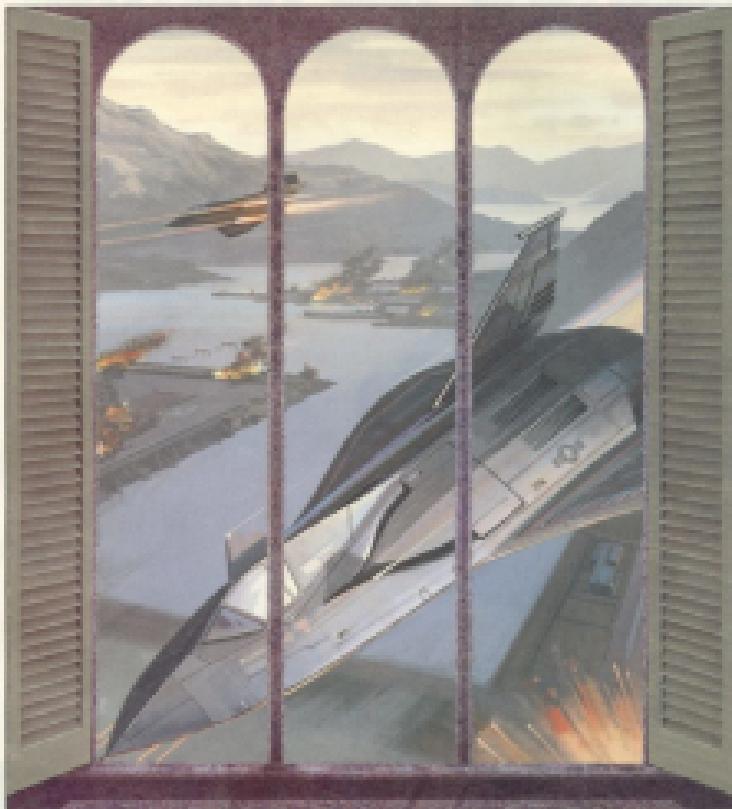
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ANOTHER PRICK IN THE WARLOCKS

KENSEIDEN

(Mega Drive)

6th Century Japan is not the safest of places. Evil warlocks have stolen your family's prized possessions - the Sword of the Dragon King and the Secret Scrolls. You (Hayato) vow to restore your family's name and rid the land of the warlocks' tyranny. A plausible enough reason for a 16-level horizontally scrolling feast of meat-murder.

The action begins on an island off the Japanese mainland - far from the first destination, the Warlocks Castle. Hayato, never far behind in hand, starts his quest in a dark forest, fending off skeletons, hairy skulls and leaping boars. Enemies are extremely vicious, constantly lurking, so, discharging energy from one of your three bows on board. Pulling up some swords gives you the ability to cause minor damage to your enemies - although a full bow will knock extra opponents. A computer system is available, but only when sufficient levels have been

completed.

On hacking your way to the end of a level, the map screen is displayed from which you choose the castle which may be chosen. Hidden away in one of the provinces is a training centre where you may hone your fighting skills (go-hojo) to find it.

Further regions feature sumo, samurai, palaces and chain spanning bridges.

Energy for life

Seven large, powerful and evil warlocks are to be found at the end



One of the evil warlocks leading the charge and Hayato's reward

of selected levels, each with their own style of attack and method of bringing about your swift demise. Hitting a warlock reveals a secret scroll which endows you with an extra ability, giving you a better chance of surviving the final confrontation, the master warlock.

Although just a derivative of many other 'hack-'n'-slay' games, Kenseiden is so much better than the rest due to the simple but

highly playable action and superb graphics. And the fact of an energy level for each of Hayato's hand gives you more of a fighting chance. Masterfully is this example of console software which gives computer games a run for their money. An immensely playable game together with quality graphics and presentation which pushes the Sega to new levels of entertainment.

REVIEW

Two Mega Cartridges: £24.95

Surprisingly extremely good, Kenseiden uses big, colourful, detailed sprites that need of Japanese origin. Although there is repetition in the backdrops from time to time, the overall quality is high. Examples are varied, well defined and among the best we've seen on the Sega to date. The warlocks in particular wouldn't look out of place in a cartoon.

OVERALL 88%

"Although just a derivative of many other 'hack-'n'-slay' games, Kenseiden is so much better than the rest!"

A REAL ESTATE TO GET INTO

MONOPOLY

(Mega Drive)

Monopoly is all about buying property. Two or more players purchase squares on the board relating to houses, hotels and estates. Participants landing on locations owned by another player have to pay rent - selling their own property if they don't have the cash.

houses and houses, even squares with trees in the park, will have to rent and sell properties to receive and jail sentences in prison, and all in the name of Real Estate. The winner is the person with the most money and property - the monopoly!

Now, after spending up the Sega game includes graphic versions of houses, using road player's tokens going to jail and moving round the board.

Up to ten players can take part, any of which can be a computer opponent, playing all or one of three skill levels. A timer limit can be set and games stored for later play.

After four turns, pay taxes to the board game's rules.

Sega Monopoly is a welcome addition to the computer's software range and should please those into the board game.

REVIEW

Mega Cartridge: £19.95

The board is basic, where you consider the Sega's capabilities, and the graphics of the stationary playing pieces are extremely simple. The graphical colors are attractive, although definition and use of colors, but no more than average in comparison with Thunder Blade or Kenseiden. Fortunately the feel of the board game remains.

OVERALL 84%



Looking very much like the Board game, the Sega version of this classic has got the bells and spills of its predecessor.

"Play follows the board game's rules."

DEAD ZEPPELIN

ROCKET RANGER

Continued

It is a dark time for the Allies, and it's not solely due to the blackouts. National Socialism is sweeping across Europe with nothing to check its progress. The Nazi Zeppelin fleet is wreaking havoc in the major cities of the world. Powered by Lumerium, the Zeppelins seem invisible. But there's a light at the end of the tunnel, hope for those who fight for freedom — only you in the guise of your alter ego, Rocket Ranger (form to your friends), can save the day and restore truth, justice and the American way. Pass the apple pie Ma, we're on a mission from Uncle Sam.

Lumerium is the source of the power. Hall production and the Allies will gather sufficient power to neutralize their forces and overthrow the Nazi regime. Lumerium is only found on the Moon. All Rocket Rangers need to do is locate it, extract it, fly it back home and destroy the Nazi mining operation.

This is no easy task however. Building a rocket needs all the necessary parts and location of various Nazi-garrisoned factories around the world. Parts of what are needed to build the rocket.

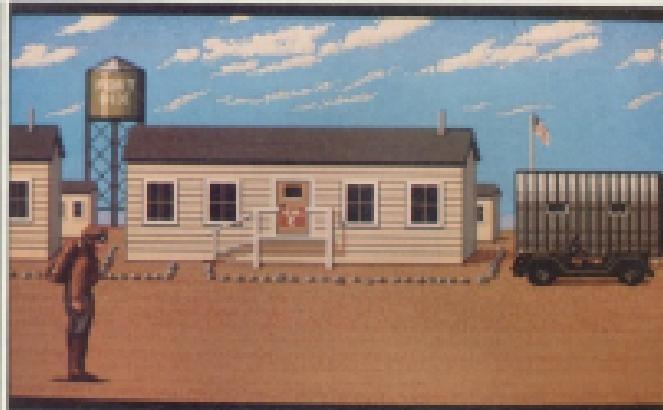
Rocket Ranger does everything from the outset. As well as the main objective there are several side games to be completed. All of which contribute in some way to achieving your main objective.

Played with a joystick, interaction with other characters is achieved using a wireless pointer.



Is it a star? Is it a planet? Is it a man-made satellite or something else? You decide — determine your destiny!





Ready for take-off, Maxx-Maxx hero, Rocket Ranger prepares to fly in the face of danger



Port the American HQ for Rocket Ranger's exploits and initial supplies of his American

system - no complex controls for this building hero to worry about.

Minion spike

Lumbarin is the key to victory. At the start of this game, your Ameri-

can HQ, Port One, possesses 200 units, in addition to the 80 shields in your rocket pack. You zoom around the world using your rocket pack - the further you travel the more



Rocket Ranger is able to switch (shifting left/gutter) mode and an AI will do his work mode

lumbarum required. And to cap it all when you've finally built your rocket ship a further 500 units is needed to get it to the Moon. Lumbarum is an alien supply on Earth so where does it come from? (Pointless journeys will make the Human victory that much more certain).

Fortunately, you have allies on your side. When one successfully invades a colony they relay information on local movements or buildings in that area. Spies can also organize resistance. Once a resistance movement has been set up, Maxx increases its local economy by half. Furthermore a while during Rocket Ranger mode there's resistance cards on West bases, may also yield extra Lumbarum, but Spies always run the risk of being discovered and shot.

Rocket Ranger has a time limit, represented by a Maxx Counter, which efficiently kills. As the time, the Maxx becomes more efficient at mining and then quest for world domination accelerates, letting key Maxx installations fully progress for a while but there's never any time to sit back and relax. So power up and push on, the freedom of the world is in your hands.

AMERICA £24.99

Excellent graphics, breath-taking sound effects and sampled speech, the one downside is particularly apparent but Rocket Ranger is deep enough to keep hours of play. Give yourself a treat and buy it.

OVERALL 80%

OTHER FORMATS

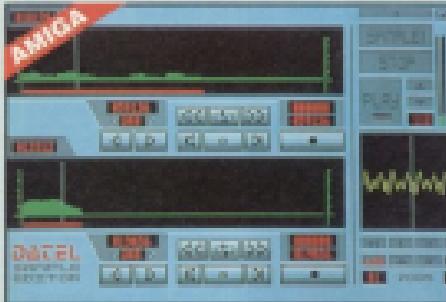
Commodore 64 and Amstrad CPC versions are due for release over the Christmas/New Year period. Priced £14.99 and £24.99 respectively.



Our space travelling is not always (as there are no buttons in the game) with the mouse

"Interaction with other characters is achieved using a window pointer system - no complex controls for this building hero to worry about!"

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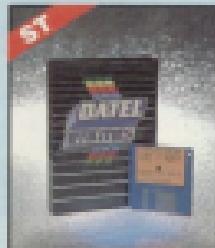
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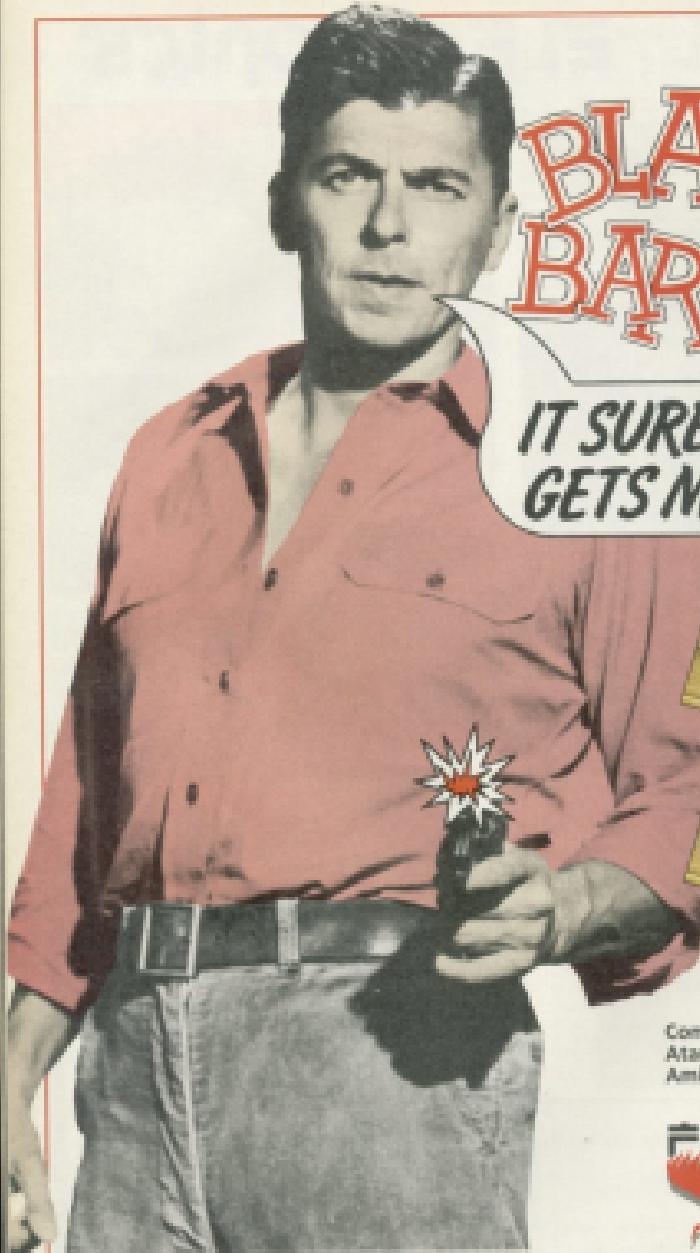
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A LEGEND IN GAMES SOFTWARE

LEAN MEAN FIGHTING PERSON

POW

Actionware

The lightgun – a peripheral allowing you to shoot enemies on-screen from a distance – is a device usually reserved for games consoles. Now little-known software house Actionware, supposedly sporting 'The Ultimate Action Adventures', have such a gun for the Amiga. When it becomes available it may add some atmosphere to the trigger-happy action of POW!

Many American soldiers have been killed in the field of battle, dying heroically for their motherland. Others were captured, the enemy – made Prisoners Of War. Years after the conflict, the American POWs are still there, held against their will, and the enemy refuses to budge in political reasoning. The soldiers cannot be set free by peaceful means, so an aggressive solution has been initiated.

A crack commando, armed at boot camp, is used to fight his way through enemy territories, using an M16 machine gun and a supply of rockets. Through jungle and enemy installations, the commando's camp is the ultimate aim, where six Americans are waiting to be rescued.

You begin at boot camp, presented with a field vision view of a shooting range. A supply of four clips of 10 bullets, armed with a bazooka right, are yours to shoot down targets as they enter screens. When the clips are empty, a tank is destroyed – POWs, Sergeant or General – and this determines the priority of the mission and the number of rescue attempts.

Impressive landscapes and fast, blood-thirsty, bullet-sweat physics make for a brilliant game – if nearly alone.



ers, who positions are given away by their gunfire. Dogs and snipers also run to but lose the player points if killed.

The game screen is effectively the player's body, of which the enemy blood, any hits sustained naturally decreases your health. Fortunately it can be replenished by shooting medical packs – dropped by paratroopers – before they sink into the ground. Armaments are also dropped by the friendly aircraft and is likewise collected in

a vehicle. If out of this powerful weaponry, they can be taken out with repeated machine-guns fire.

This type of game is designed to bring out the aggressive nature in people. It generally does, mainly when played with simple systems. POW has a simple-like plot that packaging shows a little like 'Character' and successfully portrays a single man fighting against a whole army. This is undeniably appropriate but others dubious lasting interest.



Blood everything in sight, but don't shoot the weapons!

Don't push me!

Progressing in the jungle, the screen scrolls slowly to the right as enemy soldiers leap out from the undergrowth. They are tackled-up by Resident Commanders, and im-

mediately pull full quota of nine clips.

As the stages are traversed, tanks, helicopters and submarines are faced. These can easily be destroyed with a rocket, automatically launching when firing on such

AMIGA

(29.95)

While soldiers are portrayed in a fluid and colourful way, the Amiga's power is not used. The scrolling patterns are amateuristic with no opposition, the plain figures are ill proportioned and strangely formed, while the mostly defined backgrounds, graphics are frequently replaced. Simplified sound effects are acceptable, with the addition of snorting dogs and magazine entries. In fact, in the Amiga will not improve an already overcooked game.

OVERALL 65%

OTHER FORMATS

None planned at present.

"Successfully portrays a single man fighting against a whole army"

DIE WOLF

OPERATION WOLF

Score

Hostages have been taken by a military force and are held in a prison camp deep in enemy territory. A lone soldier is needed to fight his way through to the camp, locate the hostages and get them out. Codename Wolf, the operation requires you, an elite warrior, for the job.

Taking place over six regions, Operation Wolf's quest through the eyes of the soldier. It takes you from the opening level of the communication set-up, through jungles, villages, the enemy's armament dump, and on to the prison

camp before the final escape.

With six areas to fight through and an enemy who tries to make this mission your last, your trigger finger won't play safe. Enemies can be in the form of infantry and mechanised vehicles. Foot sol-



It's off to the enemy's arms dump. Watch your gun to the left... otherwise... CRASH!



The village. If you get through your wounds will be healed. - Ammunition restored

diary-run into various living allies, planes, and machine-guns. Commando-like, throw grenades and knives and paratroopers descend from above - blasting as they drop. Knocking up the grunts are helicopters, paratroopers and paragliders, all of which are destroyed with either a well placed grenade or excessive use of bullets.

Explosions increase your damage level, which, when at maximum results in your death. Shooting energy beams partially reduced damage, however, all wounds are healed when the village level is completed.

In the heat of battle innocent civilians accidentally wander into view. While this is, the hydraulics usually untouched, your damage level soaring if any bodies - or deaths occur. Although a na-

tional, they do force you to start normally and save ammunition.

Running out of bullets is not recommended. Fortunately games and magazines can be shot to gain extra supplies, and, should you hit the correct icon, a super-machine gun is yours with which to increase your murderous mayhem.

Uzi gonna shoot now?

The onslaught continues, soldiers wearing bullet-proof clothes head their way to later sections as you move ever nearer their camp. Once there if doesn't get any easier, the enemy fight back with increased ferocity, making it difficult to protect the five hostages as they hold up towards the

OPERATION MAP



VILLAGE

SCORE
057140

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ENEMY

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DAMAGE



HOSTAGES: 0 **A: 25** **W: 04** **H: 4** **INJURY**

More soldiers were not enough to sustain battle, but at some of the houses they threw up you... Did we see... poison out. Shooting the hostages is elementary to winning the game!

Once out of camp, it's a race



RESCUE THE HOSTAGES!

Finally what you've been waiting for the looks... weaker than... Spectrum version

Inevitably multi-tasking has had to be put into effect. On the Spectrum 48K, and Amstrad 64K versions each level is treated individually, the 128K Spectrum-Amstrad and Commodore 64/128 versions feature the complete game in a single task. Either way the resulting games is one which rules of the memory will less and newcomers will soon be lost.

Undoubtedly Cossack's original arcade conversion like the original, the Taito co-op has had phenomenal success worldwide. Although just an extension of the old shooting gallery theme, the take off-style gun bullet onto the colour takes some beating when it comes to hardware 8-bit.

SPECTRUM 48/128

Convector £9.99

Diskette £14.99

An array of large, bold characters navigate through the levels with a sense of speed as they zoomed originally. Although things become confusing when the different paths crisscross, direction indicators immediately lose some of their detail. However, the sheer speed and ferocious action overrules any minor quibbles to be found in this excellent conversion.

OVERALL 87%

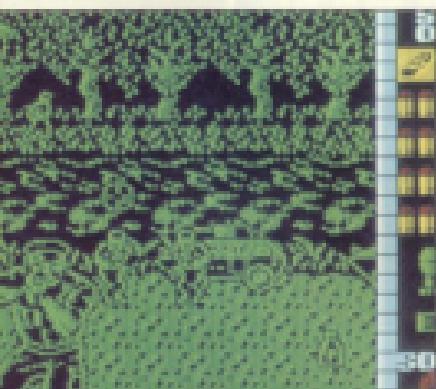
AMSTRAD CPC

Convector £9.99

Diskette £14.99

The look of the 8-bit versions with not only the pace of the co-op, but the violence to match. Operation Wolf shows off the particularities of the Amstrad's ability to combine high levels of detail with extensive colours. Together with a changing style of play on each screen this version looks, plays and basically is extremely good.

OVERALL 89%



KILL THE HOSTAGES!

SCORE
002450

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SEASONED SOLDIER SEASON

VETERAN

Software Horizons Limited

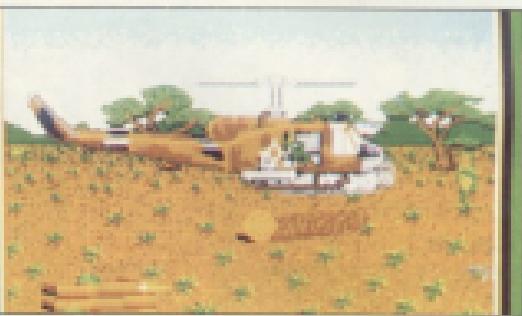
A rmed to the teeth with bullets and rockets, you, a lone, crack commando, are sent to do battle with waves of enemy soldiers attempting to create visceral mayhem.

Your adversaries do everything in their power to help you reach that great bastion in the sky before you: planes and tanks drop tons of bullets — they seem to fall from nowhere; planes of flying tanks and helicopters join the fray and a crazed Frenchman (or there are any other nutt) periodically pokes up right in front of you and attempts to kill you out with his revolver.

Using the mouse, you can your

TIPS TO HELP YOU SLAUGHTER THE SMALL-EATERS!

1. conserve your bullets. Armed men can easily be taken out with bullets, but it takes quite a few and it's far easier to attack by rocket. **2. Eliminate your rockets.** Make sure you've got enough for the final level. **3. Frenchmen take two rockets to bring down.** But you can always shoot them down — it's already done in mission four. **4. Don't waste your time or money on the close soldier.** He'll go down with a quick burst, leaving you free to concentrate on the background spiffies.



If you like the French, Veteran is the game for you.

conservation and fire. Additionally, armaments are packed up by shooting enemies lying on the ground. When you start you have a choice of gun to use. Each has its own characteristics, and requires such as choosing a gun which has increased left-clicks. But, better known option have to be thought about adding an element of strategy.

The limitations of these? I would only mention it cannot handle too many simultaneous波音, which leads to strangely disassociated

and often illogical care you have to be.

Nothing though these levels, your ultimate objective is to find the enemy HQ and destroy it. Soldiers don't get a lot stronger, but tanks do. On levels two and three they produce some heavy bombardment, and never mind.

What really makes this game is the superbly designed sounds of machine-guns fire and tanks, together with the music, permitting screaming of the enemy as you cut 'em down.

gameplay at certain moments. You can, for instance, fire forgive me thinking that you've run out of bullets because you can no longer hear your gun!

Holmes caused a slight alteration of option at 1000 cents. Since the game has such variety, it's safe to say that the gameplay is second to none. It's crude, slow, has little variation, but it's undeniably addictive. And what other game lets you get even with the French in such a satisfyingly graphic manner?



If you think this picture is blood-curdling, you should hear him scream!

It shouldn't happen to a veteran

The sprite collision detection, however, leaves a lot to be desired. It is possible to blow up the road. Frenchmen standing mere feet away from you and in the same kind breath out a bomb half a mile away.

The limitations of these? I would only mention it cannot handle too many simultaneous波音, which leads to strangely disassociated

ABRU ST STARS

Use of the mouse to fire and launch rockets works very well. Spurts are very slow moving and not difficult to make, so the only real task is picking up ammunition at random and inserting it into the launcher. Repeated launching and lack of accuracy gives the impression that the whole thing was hardly put together. However, sound is excellent, with explosions, bullets, and giddy French speech all adding to the adrenalin and totally present various atmospheres of Anglo-French battles. This is one to enjoy if you like some light arcade action, especially for the reasonable price.

OVERALL 80%

OTHER FORMATS

None planned

"It is crude, slow, has little variation, but it's undeniably addictive."

FIRST
THERE WAS
**STAR
WARS**
THEN



NOW
DOMARK
BRINGS YOU....

STAR WARS

RETURN

The third fabulous game of the Star Wars trilogy!

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.

Three great levels of gameplay . . .

In the first level you are Princess Leia on her Speeder-bike rushing through the forest of Endor.

Level Two sees you controlling Chewbacca's Scout Walker.

On level Three you are Chewbacca and Lando flying the Millennium Falcon.

Fight off TIE Fighters, survive the lethal tube,

blast the reactor and turnaround from

the exploding Death Star.



A
MAJOR
ARCADE
COIN-OP
HIT



LEVEL 1

LEVEL 2

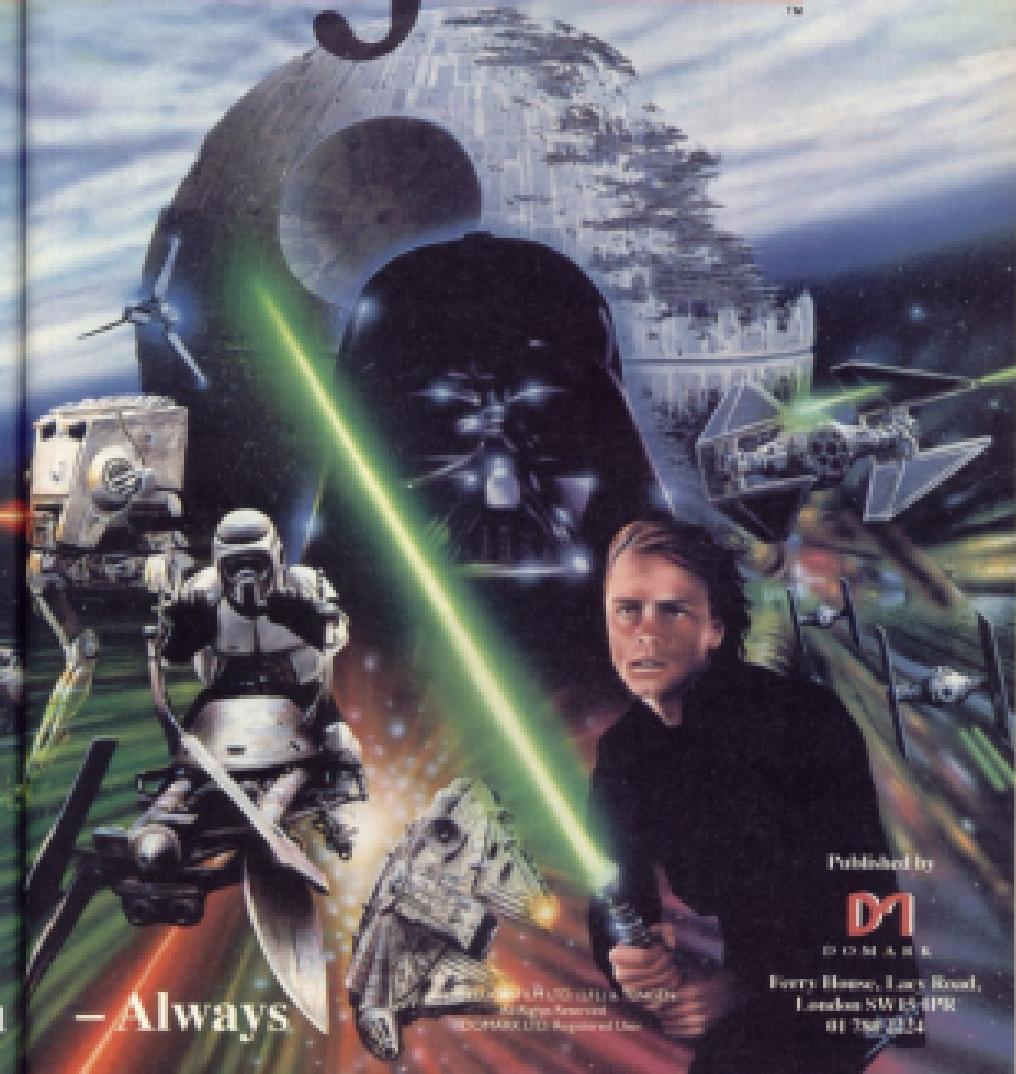
LEVEL 3

BONUS

LEVEL 1

LEVEL 2

STAR WARS RETURN OF THE JEDI



- Always

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Published by



DYNAMITE

Berry House, Lucy Road,
London NW15 4PR
01 386 2224

VERSION UPDATE

CAPTAIN BLOOD

Infogrames

PC 104.95

CAPTAIN BLOOD follows the fate of Bob Marbles, an out-of-fade programmer who made a fortune developing *Chopper*. Charles Stewart, The Marbles professor tells Marbles of his latest theory that aliens have infiltrated arcade machines. Marbles begins do something about it. Marbles poses a friendly version of himself (Captain Blood) – and a threatening named *Nimrod* – within his *infowall* made a computer program. Interestingly, under alien attack, the entire Infowall disappears which, due to a malfunction, creates 20 copies of the host, each possessing a quantity of his life force. The player observes throughout the Hydro Station, Blood needs to retrieve his host to



Building just a party and playing across as well as over 80 games. © 1990 Infogrames. All rights reserved.

VERSION UPDATE

4125 is alive

IMPOSSIBLE MISSION II

HS Gold/Typex

Amiga 124.95

TWO YEARS after Agent 4125 prevented the fiendish Professor Von Abominus from destroying civilization with nuclear warheads, many parts of a five-layer network from which Abominus plans to launch a second attack. The Space Transport Unit has been sent – 4125 – to solve more on the job.

Using elevators and corridors, 4125 has to find his friends three-sections the eight-digit codes which allow access to all the main entrances floors of Abominus's complex. Objects he finds can be searched for secret code pieces, time bombs, robot destructions and platform, needs, valuable resources hidden in walls are arranged into a time which opens the express elevator to the central control tower and the missile sys-

tem's computer. A classic arcade adventure scenario.

The Amiga version retains the packed and colourful quality of the ST while having a larger play area. The mode selection menu looks on the Amiga, but the two formats are almost identical visually.

The superb introduction from the CD has been improved including an American voice and the famous version in now quite humorous, but both are very cool.

Through reasonable for money, now is the time for 18-bit owners to catch a slice of gaming history – 4125 style.

AMIGA: OVERALL 80%

COMMODORE 64/128:

TOM60000 80%

ATARI ST: TGM6007 85%



4125 needs to be a good and save the world once again from the evil Abominus.

live, but he has 50768 planets to search!

You enter the ARK, using a star chart to teleport to many planets, taken in orbit, an Octox – a creature under the control of the Captain – is sent to the planets

surface to transmit fractal graphic representations of what it sees and make contact with any alien life-form unprogrammed (otherwise, conversing with creatures should lead you to watch where stars are).

What the connection to the four sources of Code, made in disappointing, the distinctive purpose of the display interface fits in with the quirky nature of the game. Other than colour, the graphics are very similar to those of the ST, though only producing basic visual effects and adequate track speed. Looking, walking speech and learning only a dozen long-sentences, sounds standard for the PC – the variations in the interesting and original graphics.

PC: OVERALL 80%

ATARI ST: TGM6007 70%,
AMSTRAD CPC: TOM6000 70%.

VERSION UPDATE

CYBERNOID

Bronze

Atari ST: £19.99

MARAUDERS: PIRATES have sacked Federation depots and stolen minerals, credits, pixels and the very last in design weaponry. Playing a Cybernoid spacecraft, your mission is to capture the pirates' planetary defence mechanisms and return the stolen goods.

Your craft features laser canon and fire studious defence systems. Laser, mine, plasma, plasma shield, bonus bombs and power crystals. All systems have limited energy but may be recharged when a nearby corridor is passed.

The underground system is infested by pirate spacecraft. When shot, they will drop their cargo which you may collect. A hefty bonus is awarded at the end of each level although older items have been recovered within the

time limit.

The Atari ST conversion of *Raiders: Escape* is for short-run-up incomes at the pamphlet markets, but make the original Cybernoid such a good game. Sadly, it is identical to the home conversion. One disappointment is that the game tends to be sluggish, particularly when there are a lot of incoming pirates around.

Nonetheless, Cybernoid is one of the best shoot-'em-ups available.

ATARI ST: OVERALL 70%

SPECTRUM 48/128:

TOM6000 80%

AMSTRAD CPC: TOM6000 80%

COMMODORE 64/128:

TOM6000 80%.



Please adapt the lone cyborg to search the station for its assets, weapons and energy – 27 screens.

ACTION PAC-ED

PAC-MANIA

Grandia

The round, bright yellow chomping character of Pac-Man is one who is very familiar to most computer games players, the ancient concept of the all-time arcade classic of the same name spawning endless maze-based variants. He has seen a few changes over the years, even undergoing a sex-change operation for Ms Pac-Man. And more recently changing to a scrolling platform game format for Pac-Land. In his latest incarnation, featured in March's Confrontation Gold-egg, his obesity has filled out to three dimensions, yet he is notably more athletic.

Poor old Pac-Man once more finds himself in the midst of a confusing maze, being tracked down by a pack of gorging ghosts and his food, or whatever it is that Pac-Man eats.

For those of you who have not seen the original Pac-Man or one of its direct descendants, the idea of the game is to guide the hungry character around a maze, eating pellets which fill the corners. When a maze has been cleared, a new one is presented. In Pac-Man's changes in graphical style as well as form.

There are four types of maze, referred to as worlds, displayed in isometric 3-D. None of which can be selected from the introductory screen. Block Town looks something like the original, with various obstacles (children's building blocks), tiny interlocking blocks and Pac-Man's Pacs (round, blue and green), lined with paper tubes, and the house in Sandbox (sand) round four and five, which has

Adding 3-D gives a whole new dimension to the action and the plenty of choices of pyramids forming walls.

The fourth and most difficult world is themed-floor but nevertheless Jungly (shape round six).

Allow your friends with the full-access 3D-egg including the Amiga version

Keep taking the pills

Exploring the world is not easy, when the nearest touch from one of the colourful ghosts turns one of Pac-Man's lives. They can be avoided by using hand-to-hand tactical use of the joystick, and with graceful jumps, where direction can be changed in mid-air. Luckily our hero can eat by taking one of the precious power pills, distinguished by their large size. This makes the ghosts not relate to his life but only for a limited time. Big bonus points are awarded for finished ghosts, whose eyes survive to lead to the

special power pills can double points or beat Pac-Man with high attack for a limited time.

With a maximum of pre-release hype, Grandia have sprung one of the original's best-made add-on games from the past. It's amazing what a third dimension and the ability to jump can do to revitalise one of the oldest game formats in computer history. The fact it adds offer variety to what is basically a repetitive game, but the cuteness and uncomplicated gameplay is its strength. The humourous cartoonish interfaces and level selection are typical of the high standard of presentation, and are the icing on an addictive and challenging cake.

AMIGA

210/25

The introductory screen shows the beautifully shaded Pac-Man sprite, which is almost identical to the original. This is made even more impressive when the game begins; the border has been removed and the entire screen scrollable and scrollable in all directions, confirming detailed conceptualisation as fine public Pac-Man. The ghosts are little disappointing, having minimal shading, but the overall graphic appearance is excellent, the graphics improved with the addition of shadows, and effects stronger than the arcade and good pace, rules and puzzles. This is the best arcade conversion we have seen, retaining all the features and playability of the original. At £19.99, it's a small price to pay for a compelling sequel of a cult-egg.

OVERALL 92%

OTHER FORMATS

Amstrad CPC (16KB) and Commodore 64/128 (16KB), Amiga (16KB), Amiga CD32 (4MB) conversions very soon. Spectrum (48KB) and MSX (64KB), and Amstrad/Amiga CD32, Amiga (16KB) conversions are due for release before Christmas.

"It's amazing what a third dimension and the ability to jump can do to revitalise one of the oldest game formats in computer history"

TOM TX 013 12-6666/150

VERSION UPDATE

FERNANDEZ MUST DIE

by Michael Sibley

Amiga ST: £24.99

GEORGE FERNANDEZ has descended the commando path of El Dorado and set up his own relationship. An underground freedom fighter, in your job to restore tranquility, your only instruction: Fernandez Must Die!

Deployed at the entrance to a military base, you need to locate and destroy eight military posts housing members of Fernandez's party. Before finally assassinating the dictator. On route there's gold to be stolen and prisoners to be rescued. No simple task as the base is swarming with enemy troops.

The action is viewed from a different angle than the C64 game. Rather than a birds-eye view, ImagineWorks have opted for a Commando-style approach. Correspondingly, the graphics are more detailed, and what it looks in mud is more than make-up for limited effects and perspective.

Fernandez Must Die is extremely playable and, on Amiga, the idea

has been expanded and new elements introduced to make it even more gripping. Tally-bother and David Blasco have come up trumps again with a great shoot-em-up for all budding freedom

fighters.

ATARI ST: OVERALL 70%

COMMODORE 64/128: 70%

TURBOGRAPHIX 16: 71%



The top-down view provides some protection from Fernandez's troops as you battle to dispose of the usurper

VERSION UPDATE

Moon blues**DRILLER**

by Michael Sibley

Amiga: £24.99

Amstrad ST: £24.99

MTM32, one of the two modes of

Death, is in a potentially explosive situation. You've pockets of gas and those which normally would be of

little concern, but a comet has been detected heading for Mars. The resulting catastrophic explosion would throw Death off its solar orbit.

You have four hours to explore the 10 sectors of Death and possibilities above those planets. With the terminal substance burnt off, the comet's effect reaches of minor consequence.

You play a tank-like craft around the moon, armed with a laser to counterattack Mars's

automatic defence weapons and a teleportation device to reposition the tall mining rigs.

Controlling a cockpit in such sectors as that plus can be tiring after commanding a rig takes a large amount of energy.

To get access to different parts of the moon, paths are revealed using patches, which are activated by shooting geometric objects. This puzzle element was the main attraction of the Amiga version. But the considerably increased speed of the Amiga and ST makes it more of a fast shoot-em-up — action coming to the fore.

Screen update is not quite as quickly smoother than the original version, but the higher speed helps — slightly faster on the ST. However, with the arrival of Starship 2, the Amiga ST is still, though good, is hardly spectacular.

Graphics definition is good on the screen-savers but maintains the gaudy colour schemes in the 320x200 playing area. Sound and sound-effects are also decent 16-bit standards — the Amiga's are slightly better than the ST's.

Driller is a title sustained in the fast-moving computer industry — this is the only factor which prevents it being an excellent 16-bit game rather than a very good one.

AMIGA: OVERALL 84%

ATARI ST: OVERALL 83%

SPECTRUM 48K/128K: 84%

TURBOGRAPHIX 16: 84%

AMSTRAD CPC: TGMD002 85%



Moving around and plugging gaps results in a fast business-on-the-cut machine — ST screen

£1.99

Christmas List

Rebelstar II SPECTRUM - C64

Mountain Bike SPECTRUM - C64 - AMSTRAD
Skateboard Joust

Video Classics SPECTRUM - C64 - AMSTRAD
KERN - C16 - BBC

Sneaker Table

Night Gunner SPECTRUM - AMSTRAD

Petrol Pack Rat

Video Cauldron II International Speedway

Motocross Mania C64

Billboard SPECTRUM - C64 - AMSTRAD - MSX

G-D Plaster

What's on your list this Christmas?



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All available on Spectrum Commodore 64
and Amstrad unless otherwise stated

ANYTHING HUMANS CAN, RASTERSCAN

Rasterscan

Martyn Hartley

Rasterscan, a Cruiser Class X cargo craft, was on a routine journey when it hit the millennium's storm. This disrupted its various systems and rendered them immobilised for the duration of the misadventure.

Luckily, the ship's computer's a bit clever to function, having only a single human captain to oversee robotic and mechanical devices. This man died as a result of the

game's uniform need of its puzzles. A switch displays an eight-sided rock when activated and an arrow if it moves around its edge. Panels are controlled which then affect the

colour of others. To open a lock, all panels have to be the correct colour.

Through the packaging seems logo to protect the puzzle and logic elements of *Rasterscan*, there's little in practice except trying to get to grips with the dawdling control system. The spin on the ship is reversed, so contact with an obstacle, no matter the position method of steering can make navigating a narrow gap extremely difficult.

A simple, unambitious flick-screen-arcade adventure originally released on 8-bit formats, *Rasterscan* is reasonable for the price, despite it seeming control light.

PC

£14.99

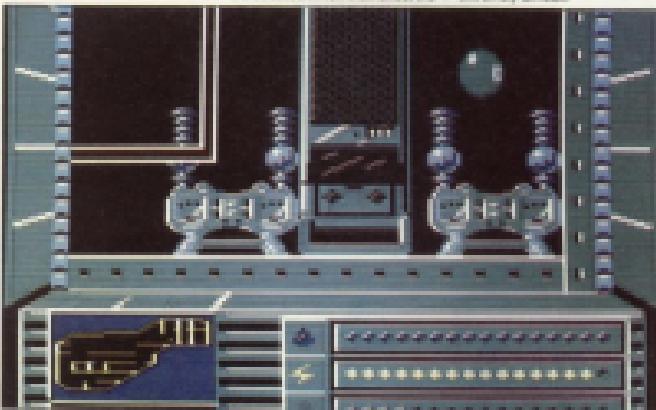
Before commanding play, a panel needs to be rotated in a range of one to nine. This is predictable, though, as any action allows free to rotate items and it's hard one that could become anyone the majority of an employee. *Rasterscan* makes heavily compromised use of the CD4's colour, and looks like an ageing Commodore adventure. Sound effects only occur at the start and when books are used - they are a disappointment even for the PC.

OVERALL: 44%

OTHER FORMATS

Available for some time now on 8-bit formats at £1.99. No other 16-bit conversions are planned.

"A simple, unambitious flick-screen-arcade adventure."



A puzzle-filled 4-player puzzle to mess 'em thoughts

VERSION UPDATE

BUBBLE GHOST

Andy Jones

**Commodore 64/128: Cassette £9.99, Diskette £14.99
PC: £15.95**

TOUGH ghouly self has a problem: your soul has been snatched from you and turned into a bubble. To

bring our old friend back again, nothing stands in the way of a ghostly quest... C64 version

achieve eternal peace you have to blow your bubbly-like soul through a ghostly final castle.

Alas! Sheet on or the C64 version pulls up to the specifications set by 16-bit versions, it appears tame, but lacks the true touches that make the earlier versions an epicentre. The control method is problematic, it being near impossible to blow and move at the same time. However, *Bubble Ghost* remains a fun puzzle-game. It is addictive and a reasonable implementation of a good game - but it could have been better. The PC version includes all the fun aspects of the original.

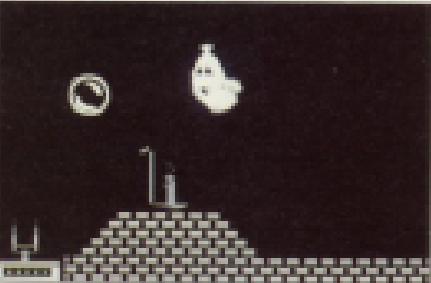
Both versions feature training modes where you can practise particularly hard sections.

COMMODORE 64/128:

OVERALL: 81%

PC: OVERALL: 79%

**ATARI ST: TGMASTER 75%
AMIGA: TGMASTER 78%
AMSTRAD CPC: TGMASTER 64%**



Look logic

A status panel displays your current inventories, below which is a map of the ship showing your position and that of the busters in need of repair. Fuel, danger levels and emergency battery power are displayed to the right of the panel. Should the batteries drain, the game is lost.

An atmospheric cockpit interface subtler than repeating the generators, switching on life-support, entering the warmer room, and finally sealing the ship to safety.

Look is an integral part of the

BY HELL HE COPPED A JET

TYphoon

Imagine

If it's not a film licence it's a game licensed from the arcade. Ocean/Imagine seem to excel on such deals. The latest is Typhoon from Konami, a high-speed jet helicopter shoot-'em-up.

The game idea is a traditional one - shoot anything that moves, if it doesn't move shoot it anyway - it can be shot, collected. There are six levels of action to be passed until the final assault with the mother ship. The first has an F-104 jet fighter battling it out against enemy jets and an aircraft carrier.

After blade

Opening levels are followed by a series of objectives infused with air raids and subsurfaces.

Additional weapons are collected by shooting enemy



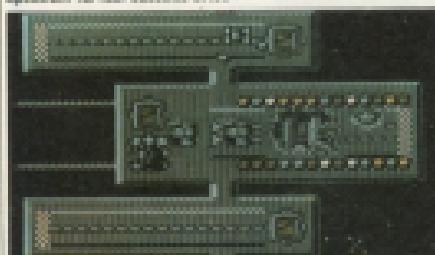
Allying itself in your F-104 fighter jet, hunting a way through the air and surface combat plane

VERSION UPDATE

INTENSITY

Firestar

Spectrum 48/128: Cassette £7.99



Multiple geometry - the suspended jet flies across the surface

missions. And the really tricky missions throw in a secret bonus which annihilates everything within reach at one go, but it can only be used once.

Typhoon is just another original game, the Apache helicopter

COMMODORE 64/128

Cassette £9.99
Diskette £12.99

Graphics are much clearer but remain far from impressive. This version offers a continue-game option which is helpful when you've fought your way through the levels. Sound may be switched between bland effects and a noisy theme.

OVERALL 55%

OTHER FORMATS

An Amstrad CPC version should be airborne soon (please see C64, 6502 and VIC 20). No 16-bit conversions have been planned as yet.

"Typhoon is a uninspiring, unoriginal shoot-'em-up"

THE EXPLOSIONS and moving space station house, Coma Moon, aren't under attack while in orbit around Earth. The crew are in danger from full-scale mutants. The only course of action is to rescue the colonists in a three ship and have them to a section of the far end of the station.

Intensity consists of 60 screens, arranged in five groups of layers of 12 platforms. Colours emerge from black and white and have limited time to board the drama.

Up to 10 can be rescued from a single screen - the next platform you have depends on the number you save before using the reading slot, so some strategy is necessary.

Each time a player reaches the deck, an 'E' is displayed. Turn left or right around the station, these are collected until a new, preferably better section of drama can be activated.

The experience is powerful, instan-

taneous and a poor attempt at Hammer Blade. While the graphics have their origins in Afterburner.

SPECTRUM 48/128

Cassette £7.99
Diskette £14.99

All the game graphics are monochrome. While this is effective in getting rid of unnecessary clutter, it makes it hard to distinguish enemy missiles from友军. However, this version is slightly easier to play. The action gets progressively difficult but guarantees more responsive repetition. It is an unconvincing, unoriginal effort, though it does little for the reputation of Amstrad, who owners will further have to suffer the indignities of multi-task and power sound.

OVERALL 55%

ing aliens kill colonists and damage the drama, space station and even the station. It is admirable to destroy them while they remain vulnerable.

At a reduced screen size, Amstrad Intensity, the graphics program for this version, has included a lot of fine detail. Obviously monochrome, a few highlights of colour bring a sense of depth to the standard graphics. If anything, graphical presentation is higher than that of the C64, including scrolling stars in the background. There is more action than in the original, although this does not make it any more difficult.

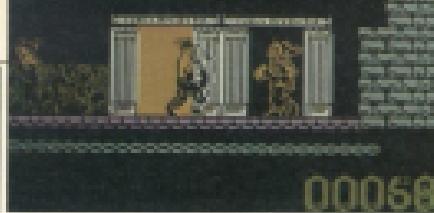
Intense like screen music and good effects round off an excellent conversion.

SPECTRUM 48/128:

OVERALL 77%

COMMODORE 64/128:

OVERALL 75%



Scanning results for victory - in hunting mode on the Spectrum

COME ON THE ALBION

ARTURA

Gremi

In 5 AD, the supposed age of chivalry, the great land of Albion ran with blood drawn by honest iron and was lit by the evil light of magic. Wars raged between the kingdoms, leaving the country prey to invading hordes. Something must be done.

Using his influence as a son of the Mongauze family, Artura intends to unify Albion by light powerful magic. The partly knightly kingdoms don't listen to simple reason, the only way to gain cooperation is to appeal to a higher mortal: greed.

The indomitably valiant Queen of Albion was hidden at the time of the Saxon invasion and, if found, would be more than enough incentive for the chieftains to accept a high king.

Unbeknownst, only members of the Mage know the treasure's location and he's disappeared. Artura's only chance is to find Merlin, Arthur's apprentice, who is known to have been kidnapped by the evil Mongauze.

Once Merlin has been found,

the only way back is to use force - hunt whilst on your quest.

Artura takes the form of a black-robed amulet adventure. The main character, Artura, is armed left and right, uses platforms and up and down stairs. Doors and archways represent paths of 90 degrees to the current plane and when passed, shift the viewpoint to return a path.

The game begins with Artura already at Mongauze's fortress, guarded by soldiers and some unusual mutant half-men, half-cat creatures. Giant spiders, rats and bats are semi-random defenders of the castle. Artura has a limited supply of axes with which to smite.

VERSION UPDATE

REVENGE OF THE MUTANT CAMELS II

Mastertronic

Amiga £9.99

100-FOOT HIGH METABEADS — mutant camels have been sent here from somewhere to fight back. Turn invasion heat from the Zergonians.

100 levels of left-to-right scrolling levels full of ghosts, cheetahs, tanks, computer chips and telephone lines are yours to hurdle through. They are avoided or shot — the penalty for failure is a card in last energy and, ultimately, loss.

The intergalactic gods tolerate while walking in jaggeded shapes known when hovering. These weapons can be updated by spending wise-composition credits. Shields and extra lives can also be bought, but defenses only last for a single wave. Power and weapon selection are strategy elements to the game, where difficulty and credits have to be taken

into account to succeed. This version suffers in that the Don't Get the Head Camels can't be fought by the player.

SCORING : 000000000000

AMIGA : 4.5 **SEGA CD : 5**

ATARI ST : TGM888 82%

OVERALL : 40%

Rune for improvement

A studio panel displays the crowning Motives, represented by collecting food and Runes. These stone tablets are found in fragments and have to be assembled in Runes mode to generate magical power.

This type of arcade adventure has been around for a very long time so it is surprising that Gremi have bothered with such a game. The sword and sorcery scenario, complete with claimed to rescue and magic items to find, is as tired as the game design.

Promising sound really vary on occasion. Hearing many of enemies is unimpressive, even discovering a new piece of Runes like produces little enthusiasm. Mapping is essential to complete shadow world have been used, though quite how much of

the map you will want to discover remains to be seen. Artur is much too simple and cut dated for today's market.

SPECTRUM 64/128

Cassette £7.99

Diskette £12.99

Colour has been injected unsuccessfully into Artur, it only drawing attention to the Spectrum's limits by having Physically stretched sprites. The backgrounds often look Artur and his opponents, who move around under only two themes of animation. Arcade adventures of this type are particularly prevalent on the Spectrum, making Artur a particularly unremarkable.

OVERALL : 40%

ATARI ST 115/160

Florally bordered text screens add nicely to presentation - which features a colourful display. Backgrounds, however, tend to focus on static shades. Sprite animation is little implemented on the Spectrum while audio is a choice between inorganic and inappropriate percussive effects or an unconvincing, monotonous tone. Only of interest to ST-owning cartography addicts.

OVERALL : 40%

OTHER FORMATS

Commodore 64/128 and Amstrad CPC versions (£9.99 cassette, £14.99 disk) should be available as you read this.

"The sword and sorcery scenario, complete with damsel to rescue and magic items to find, is as tired as the game design."

Animations, however, repudiations have been used to only marginally improve graphics presentation and sound quality. Runes resolution of the Amiga's resolution are poor, but no fix has been added, giving a bland appearance to the already repetitive backgrounds. Sound effects are unimpressive standard beeping fan, and the subtle title music is uncharac-

teristic for a cheap rom-up. The untested action soon becomes boring, despite the strategy element — but it may be of interest to Amiga owners who don't mind spending ten pounds for a largely unimpressive top-down run-and-gun.

AMIGA : OVERALL : 40%

ATARI ST : TGM888 82%

OVERALL : 40%



I DON'T BELIEVE IN WARRIORS

MIRACLE WARRIOR

Mastertronic

Breaking the Seal of the Pandora Passage, the hordes of darkness, led by Texarin, have burst through the portal and are ravaging the land. Only the four Miracle Warriors can hope to defeat Texarin, find the Seal and vanquish the armies of darkness forever.

You are one of the four. Your adventure begins outside a castle on the open plains where you first task is to join with your three allies, Guy, Misti and Taro. Waiting with traps, cameras and stone circles which clues their whereabouts.

Villages provide equipment for purchases, houses, backtracking and sources of information. Castles can be searched by trilling creatures and hatching them for guides.

An excellent library of the region, a map of your surrounding area, social responsiveness, and a graphic representation of immediate locations is updated with your every step.

The game is never dull now that the evil horde are present, and frequent colour encounters bring up the inevitable need for options for interaction. But creatures know only to attack and the more friendly characters ignore the separation when faced with evil and thus options are dis-

tant. For simple combat, having no enemies, should be avoided. You very quickly made aware of your vulnerability and staying alive for any length of time is difficult. Violence is required gain experience and strength before proper progression of the land can be made.

Using the Sega for anything other than arcade games may seem pointless, the design of the console restricts the scope of

the only three elements. Building up your character's strength and experience is the key to success. Unfortunately the endless repetition of combat, inflexible interaction and monotonous predictability kill this shallow attempt at an RPG.

SEGA

Two Mega Cartridges £32.99

With graphics superior to many RPGs, Miracle Warriors provides a lot to explore and does it without a problem. The combination of English and strange Japanese namesakes, Miracle Warriors offers neat presentation with good graphics, attractive backdrops and a number of pleasant tunes. No depth though.

OVERALL 40%

"Endless repetition of combat, inflexible interaction and monotonous predictability kills this shallow attempt at an RPG."



downs this and creates for those familiar not even one-step item

played. But you begin with no magic items to hand - no spells can be cast.

Armour Light

At the start of the game you are practically armed at everything

paraph that can be created for it. Unfortunately Miracle Warriors with its RPG concept doesn't play this theory wrong, the game suffers from an acute lack of depth and flexibility. Simple communication, movement and combat are

VERSION UPDATE

Sole searching

CYBERNOID II

Reviewed

Amstrad CPC: Cassette 16/16, Diskette: £14.99



More puzzles, more treasures, more weapons... but still only one hero

THE PIRATES ARE BACK, with a new, more powerful, futuristic base which they have apparently built from your planet's own debris.

You have been given an improved Cybernoid ship, armed with seven types of weapon, with which to infiltrate the new complex. A shield gives invincibility for a limited time but, as all weapons deplete, is replenished by collecting objects left behind by

destroyed aliens.

The complex is a maze of flick systems filled with huge laser cannons, spinning beams and moving gates. These produce subtle elements to the game and strategy is needed when weapons are in short supply. The base is split into levels to be completed within a time limit.

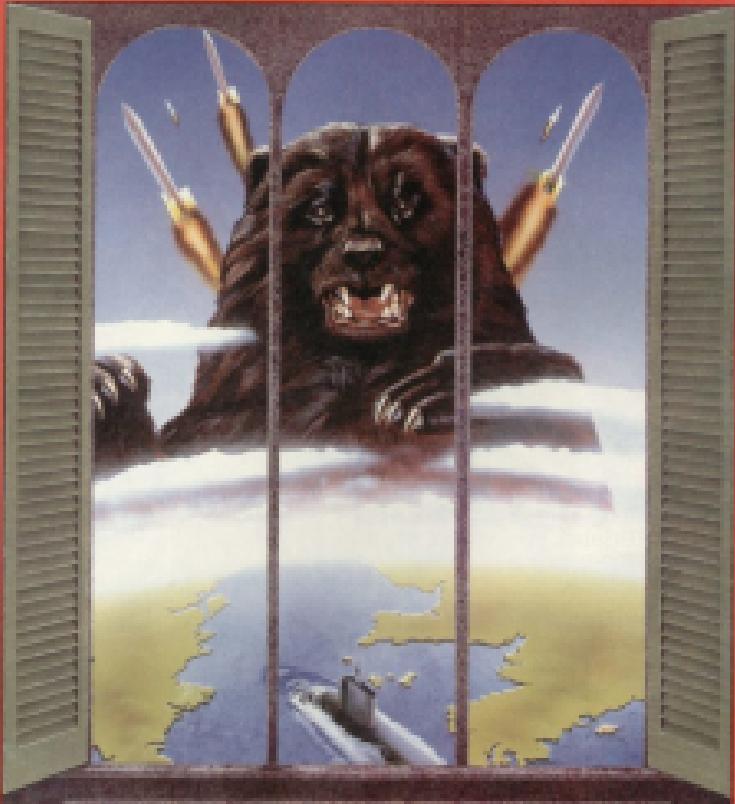
Presenting a graphically compressed version of the C64 incarnation, the Amstrad uses a while but 'faded' amount of colour, mostly shaded. Control response is sluggish and action slows down considerably when there are many aliens on screen. An activated shield is not indicated graphically like other versions, but by pulsing sound, which can easily be missed in these conditions.

A quality arcade game, much visually improved over the original, but remaining very similar in gameplay.

AMSTRAD CPC: OVERALL 88%

COMMODORE 64/128:
TGM812 80%
SPECTRUM 48/128:
TGM812 85%

THE MICROPROSE



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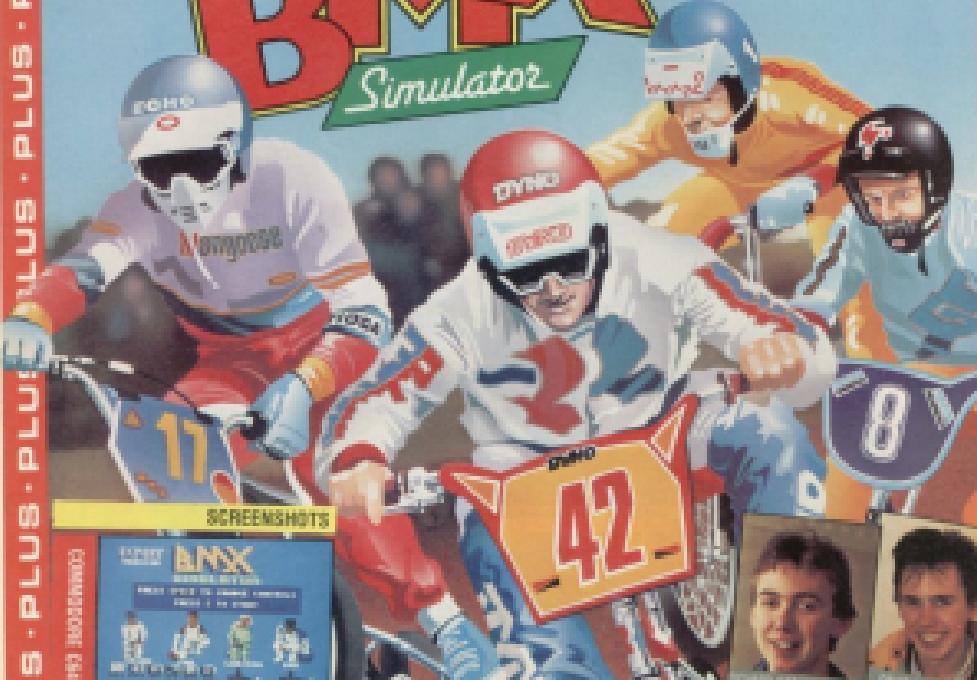
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AMSTRAD, SPECTRUM

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TRIAL BY DICK

ALBEDO

Reviewed by

You are a skilled space warrior who, with his wealth of combat and gaming experience, is in need of a real challenge. Unfortunately, Daley Thompson seems to have the decathlon pretty much sewn up. However, from galaxy-wide reputation, you hear of the zero-g laser fights of the planetoid Albedo and the mysterious held trials.

The trials – as the fights are known – take place in various bizarre Albedo areas, and were designed by Dick. He is the supreme master of the trials and holds a secret weapon which you long to discover. Discovering all this will lead you to the

These boots are gonna walk . . .

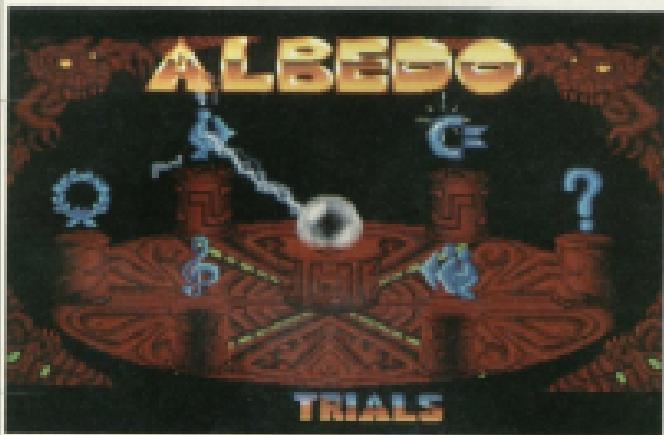
There are 11 single player games, chosen from the menu flag, four of which must be completed – by reaching a set score – before any

other scores, to name but a few.

There are four two-player games, where you destroy your opponent, outwit him, shoot his remote target, or guide a small projectile into his great jet proton-beam.

Albedo's control system takes a while to get used to, and even with practice, there's often a sense of helplessness. It is impossible to accurately steer your foot, which restricts aiming and can make targets elusive.

Single player games vary little – only enemy alien shape form – but working through them does provide a challenge. Two-player games bring out some variety – particularly when setting your



The detailed, attractive selection screen where options are selected and trials entered. *Jumpin' Jesters*

ultimate test, and from there, Dick's secret.

Options in Albedo are selected by guiding the rays of a pulsating globe. Success is signified by surrounding it, and reader up three "miss" screens. The final choice is made by pressing the game menu through a MAC style, shows high scores, changes control devices, displays programming information and selects one or two-player games.

In each trial you guide a speedster robot, armed and defended by a combined shield and acidic projectiles. This weapon can be guided with the fire button depressed, when your feet are parked on a surface surface. Magnetic forces cause you to "stand" on the metal-based and non-metallic classes. The floor consists walls and ceilings as yours with such hostility, but you can also glide through them, using the thrust of laser fire to move,

of the others are accessed. Various creatures are faced: ghosts, mad robots, viruses, and bubbles

opponent, right as you, glow by – and it makes a pleasant change from endless dots.



One of the trials where the hero hangs on the walls and ceiling in his attempt to witness what the Score

AMERICA

£19.99

Albedo is visually almost identical to the ST version, with the exception of a slightly wider play area. A wide range of high-quality voices do much to make the well-composed music make up for the lack of MIDI – sound effects and gameplay remain the same.

OVERALL 87%

ATARI ST

£19.99

The unusual option selection menus are the most distinctive feature of Albedo, providing choice and variety spanning an impressive spectrum across the trials. By comparison, the game looks plain, featuring simple, dreary spaces and the warrior having a strangely promoted look. The backgrounds are perfectly performed, with a true atmospheric detail. Even without the potential of MIDI, the title music is fantastically other and novel samples accompany the blasting.

OVERALL 89%

OTHER FORMATS

A PC version soon, priced £24.99

"Albedo's control system takes a while to get used to, and even with practice, there's often a sense of helplessness."

MENACE SPRING AGAIN . . .

MENACE

Psycluspe



Proving that the old format of horizontally-scrolling shoot-'em-ups is still the best it's ever been, Menace is a great blast all the way.

Based on Psycluspe's now defunct label, Menace has undergone a name change before final release. Once titled *Oscaconia*, it was changed due to close similarity to Zappelin's game, *Oscaconus*. . . . What a lot of trouble for a straightforward blast-off. Menace has developed through unusual history into a world ripe for invasion. Each zone is ruled by a power-hungry monarch who thinks nothing of launching incursions to gain a piece of land or crop of galaxies. The six rulers were exiled from the same galaxy (over their heads) and so, gained their deeper, warmer characteristics,

decided to form an alliance of unprecedented evil.

Owning innocent peoples, they squander their valuable resources to provide them with luxurious palaces and highly advanced defenses. Their advances included captured animals to create organic defenders while engineers produced computer-controlled space and an

ice fighter that flies its way across the planet (yikes).

Icons you must

blast that appear when a complete wave of aliens has been destroyed can be picked up to enhance weaponry. Starting at a 1000 points bonus, the icon is shot to convert it to speed-up, increased shield, laser and social laser and carries give additional firepower, when fused, but have limited shots.

Summary in the six levels includes zone clearance, greatest number of points and generations, destruction and destroyed giant systems skipping with bonus.

The many adversaries include robotic spaces, ranged sea-saws, grasping hands, phasodactyls and various UFOs, fused with fury huge anti-gravity invasions.

The horizontal shoot-'em-ups spawned by Konami's *Paradise Tokyo* summary though extremely varied, and have made an indelible mark on the field market. Not to dwindle on the title, Psycluspe's Menace is a step in the right direction.

Only a few marks can be awarded for originality, and the few additional missions are difficult to select before the user scrolls off-screen — but a competent blast is always fun.

AMIGA

DISKETTE: \$19.95

Although featuring pleasant shooting and varied options, the graphics in Menace are consisting of a disappoint aspect. The aliens of Kruger get impressive though, where segments of those jets join to form two large devil-faced unshielded states which move smoothly about screen. At the end of the level, a huge inverted alien sends 1000 skipping lameness, makes them a squirming globe which he holds in his clawed hands. A "Xenopus"-like soundboard pounds away accompanied by standard, sampled sound effects.

OVERALL 78%

OTHER FORMATS

The Atari ST version (\$19.95) will be available as you read this. A Psycluspe team are working on a CD-I version, but other third Menaces are unlikely.

"**Psycluspe's Menace is a step in the right direction. Its difficulty is countered by a continue-play option!"**

SUMMER YOU WIN

THE GAMES: SUMMER EDITION

by Martin

The UK release of *The Games: Summer Edition* is too late to coincide with the steroid-taking scandals and Daley Thompson bomb-out of the '88 Olympics, but perhaps some after-the-event enthusiasm remains to be fuelled.

In an impressive introduction sequence, a map of Great Britain is overlaid with photographs of local scenes followed by shots of the games. An overhead picture of the main stadium zooms in on the track institutions if you count it a giant version of the Pyro logo, which hypes us to the title screen.

A plan of the various arenas and sports halls is shown, with the eight events marked on the appropriate building. An Olympic torch is passed to one of three to practice an event - you can have as many attempts as you like but the results are not recorded. A menu is also accessible, allowing you to compete in some or all events, replay the opening sequence, or view the world records (and on the PC, change graphics mode and screen resolution).

Before taking part in competition, up to eight players may enter their names and choose one of the 16 available countries to represent. The national anthem is played before the first event begins.

The location of the starting board is adjusted to suit and a black or forward blue chosen. The style of shot is defined by eight possible moves and made with joystick direction and fire combinations. A total of five judges award marks out of ten.

A point-to-point cycling race is held around the ringed walls of the velodromes. Two cameras presented - a plan view of the track, showing the relative positions of the cyclists, and a behind-the-player view as he pedals around the circuit.

PC

£24.99

Scenes on the PC have a greater clarity, but although VGA is used, there is unattractive stipple shading in some backgrounds. The opening sequence to velodrome cycling and hurdles was superb (PS), which is highly impressive, even after seeing the OME. There are minor additional features, like scrolling messages and stylized chess pieces, which typify the high standard of presentation. Keyboard controls are awkward for some events but on the whole work better than joystick. Worth of attention.

OVERALL 78%



Watch your archer as well as the last's eye - PC version

Medal guru

The next two events, the rings and the uneven parallel bars both follow a similar format. From each position on the bars or rings, the player can produce a number of moves.

In the hammer throwing, left/right movements increase your spin, while the fire button begins the reverse stage and finally releases the hammer.

Hurdles are handled along a distance of 110m on the C64 and

440m on the PC, but both use stylised swagging and fire.

Left/right movements switch the competition between football and tennis on the PC, while the other

events are released by springt shots.

In archery, an impossible split shot shows the bowing arm, which the pull is set, then the bow sight over the target. The arrow is aimed to take into consideration wind factors indicated by an anemometer.

After each event, medals are awarded and the scores are listed. World records are acknowledged and saved to disk.

Using the third summer sports package, and the events in the Games series, Epix are running a competition chart of records but individuals don't seem to be updating them. Boxing and pole vault have both a Summer Games and, although not around track, cycling was featured in *Summer Games 2*. The other events have been peer below, in some shape or form, in other sports programs, and the Epix

COMMODORE 64/128

Commodore £9.99

Sierra £14.99

This change of programmes since *World Games* is evident at a glance. The graphics are multi-coloured for a bit, never mind the coloured Epix. Shapes are blantly defined and often irrelevant, interestingly using above-appropriate backgrounds for low res, and the music and sound effects are still tacky in tone. C64 owners have a very wide range of sports games to choose from, so needn't purchase one.

OVERALL 58%

control styles are now over-familiar.

In a single-player game, only archery and hammer throwing are notably playable, and the competitive spirit of multiplayer games is not overwhelming.

Though not a bad package, now would be a good time to bring the Games series to an end.

OTHER FORMATS

Commodore 64 Spectrum (Commodore £9.99, Electronic £11.99) Amstrad CPC (Electronic £9.99, Codemasters £13.99) Atari ST (£14.99) and Amiga (£24.99) won't be available until 1990.

"In a single-player game, only archery and hammer throwing are notably playable"

ACTION FARCE

ACTION SERVICE

Codenamed: Action Games

During your time in the armed forces you prove yourself to be a skilled combatant and clever tactician. Feeling bold, you volunteer to tackle a deadly, top secret mission - the prelude to which is a dangerous training schedule.

Play Mode is the most important of the three main options available to you - where one of four predefined courses is selected.

The Physical route involves negotiating fast-paced obstacles such as parallel walls, slopes, barbed wire, ladders, flexible combat rods and your invincibility.

The Flexi route pits you against various types of enemy weaponry; you attempt to dodge mines, fire rifle fire, bigger bombs and grenades without injuring yourself.

The Combat test puts you up against guys like yourself, using unarmed combat skills and rifles loaded with rubber bullets. This course and the premissions are all played, and so are, in the Combination route.

In all courses, the action area of the screen is split into eight subareas. The top four display your name and various graphics appropriate to your current situation. The lower four combine to show the obstacles surrounding you today.

The joystick (or keyboard) activates various actions according to your position: run, throw grenade, crawl, fire gun, jump, health, pause, and so on. The multitude of actions available at the flick of a microswitch is one of Action Service's faults, you often

background graphics can be switched to each segment. Targets - all interactive objects of a course, including obstacles - are selected and their positions noted by code numbers at the top of the screen.

The lower third of the screen shows a score panel, with built-in video scores. This allows you to

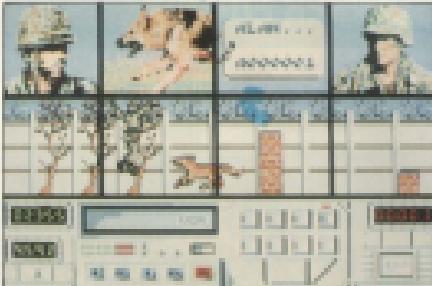
ON

Action Service is generally a souped-up version of the assault course section of Combat School plus a construction kit. The game design is thin for an individual product and, hindered by the often-muddled sound-effects control system, lacks playability and lasting interest. The construction kit may provide some fun, but the video test is just a novelty which probably didn't fit the programmers' job.

ARENA ST

£19.99

Although only a third of the screen scrolls, it is still just as airy as the poorly designed animated soldier-sports runs around. Graphical show-ups in an upper "monitor", such as when a machine-gunned soldier or you are forced to the press-ups, have only two themes of motivation - typical of the game. Poor explosion and gunfire samples are highlighted by a city of "Faster" from the instruction - which pounds more like a certain seven-letter offensive word beginning with B and ending in G!

OVERALL 33%

Makes no sense, it's still a day's life in the army

Course language

When a course has been interrupted, the Helpless Mode shows you where you would return to if you press off if you did well. The stage can be shown in fast- or slow-motion, paused, and fast-forward.

Construction mode lets you choose the graphics, obstacles and dynamics of your own course. The route is split into small sections, and a separate low- and

display high scores, pull the game, choose and play a course and so on.

OTHER FORMATS

Amiga and PC (£19.99) and major 8-bit formats (Cassette £14.99, Diskette £14.99) are to follow.

"Generally a souped-up version of the assault course section of Combat School, plus a construction kit!"

VERSION UPDATE

TERRORPODS

(Pyramids/Melbourne House)

Commodore 64/128:
Cassette £19.99,
Diskette £14.99

GRETOMITE and Quata are two of the most valuable minerals in the universe, and are to be found on

that swilling and abusive backstoppe are ready to baffle by your gamplay

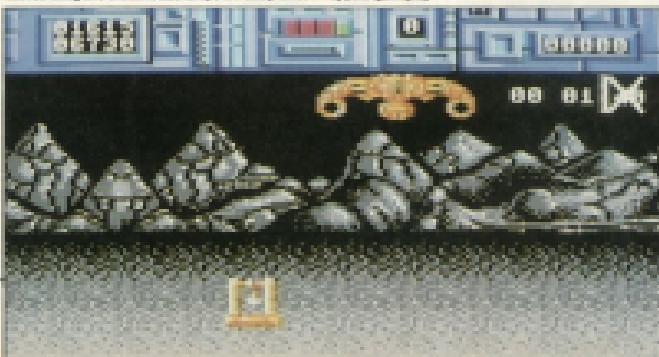
the intergalactic asteroid. Colossal mining operations had been running smoothly until the Empire decided to invade and make Colossal the manufacturing centre for the ultimate in killing machines - the Terrorpod. The asteroid must be cleared of terrorpods before the universe falls under the evil sway of the Empire.

The bodge is one of the nice aspects of the game, not only does it feature a host of Bob Hubbard music but also a mean game of space invaders. Unfortunately there's more game has loaded, it's all down to you.

Indeed, nearly from the cockpit of your Defense Strategy Vehicle, the powerless sounds very nicely while you explore the asteroid. Mining installations are necessary to tap energy fuel and energy. Terrorpods and their development sites are identified by your joystick, computer and other destroyed by your weapons or laser! for components, to learn their secrets. Each level has to be cleared of terrorpods before assessing the next.

Terrorpods is not easy, there are many controls to be mastered - and that means don't die easily. Graphics are simplistic, not only in detail but also in use of colour. Gamplay is involving and offers little punishment.

**COMMODORE 64/128
OVERALL 4/10**





ROBOMARSH

Boris, an eagle and steven bear had targeted a nucleus 30 hours away to his last and most daring ROBOMARSH attack. He steals or steals parts and releases resources, yet if he leaves unaided he has the option to be the invincible invader. Boris soon discovers why!

AMIGA 16MHz



ENTHRALLED

A giant snake adventure which has received rave reviews. Each level has its own unique solution and requires ingenuity and strategy to complete. One player or two players TEAM option for added enjoyment.

AMIGA £14.95

CDROMA PLUS + £7.95 (D) £9.95



QUANTUM

Progress through 24 levels of this fast and furious action. Lightning responses are demanded by the strategic choices between before weapons or border defence.

AMIGA £14.95



STRIP POWER II PLUS

A exciting evening with:

Sam & Diana

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BLOCK TEXT

Ideal for home and business use. Menu driven to enable a novice to use powerful capabilities with minimal reference to the manual. Micro base - a powerful data base with fast SEARCH and REPORT facilities includes a very flexible user option. Search files can be used by the Micro Text option (allowing to send personalised letters). A book to any Disk Secretary

AMIGA ST/IBM PC



CDROMA

INTERSTATE DRIVING

Great free driving skills is essential to negotiate the crowded highway at speed. Optimising the successive turns and the times that get in your way not loses the time or your tank fuel, the engine cost and the taxes and driving costs. Adjustment of fuel consumption and some accessories depends on your driving and racing skills.

AMIGA 16MHz/32MHz



MONSTER

Monsters relentlessly pursued by the creature undertaken to clean the thick fog engulfing the world causing an additional game requiring quick thinking and reflexes.

AMIGA ST/IBM £19.95

CDROMA PLUS 4 £27.95 (D) £39.95



FACE OFF

Experience the sheer pace and excitement of 100 WRESTLING. Be prepared for the body checks, fouls and rough play. League competition, 1 or 2 player option.

AMIGA ST/IBM £14.95



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Adventure Goes On...

OVER

Video-Game

NEW TASK STANDS BEFORE YOU...



卷之三

You must never attack the home office or the **IRS**—who has been appointed. You control the maximum benefits, deductibles and enabling legislation—**unassisted**. Once you enter the system of the general **PHARMS**, you light your way.

STRUCTURE

After characterizing the ship you capture an ADAMIC in order to continue advancing on the planet.

A dagger is the case weapon you rely on to hand off the invasions. You fight against the enemy village. You have to steal weapons and resources because of the village ahead, becoming a double player.

THE GARDEN

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* SPECTRUM * AMSTRAD CPC * COMMODORE 64 * MSX *

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19.95 DISK

SEARCHED INDEXED

ELECTRONIC ARTS

The following sections will discuss the main components of the system architecture, namely the data source, data processing, and data storage layers.

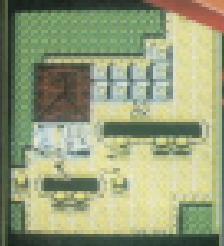
ARCADE ACTION

From the Epyx stable, the co-op smash hit now for your home micro. This multi-level, seriously scrolling action game has been designed to give you the same thrills as the original arcade version.

...into the jungle and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim... Guerrilla War is the mission!



GUERRILLA WAR



Imagine

AMSTRAD
£ 9 . 9 5
COMMODORE



SPECTRUM
£ 8 . 9 5
SPECTRUM

...the name
of the game

HELLFIRE! A NAIL!

HELLFIRE ATTACK

MicroProse

You don't know who the enemy are, you know only that they must be obliterated. To this end you are supplied with a SuperCobra light-attack helicopter, powered by two General Electric T700-GE-401 turbo shafts, each providing 1993b horsepower and armed with 20mm three-barrel rotary cannons and laser-guided Hellfire launch-and-leave missiles. You have seven of these missiles, missiles and other airborne craft which make up the seven enemies include planes, jets, sea

helicopters, tanks, surface-to-air missiles, etc. All this down on four levels. To make the programming task easier, the ground features have been designed within square block constraints, then investigated and replicated with greater intricacy. Though not completely convincing, the result is commendable. The graphics are too large and allow for only limited horizontal banking, other than the spin-down flying, where the horizon flips over in a single frame, all graphics look detail and colour, the overall approach is too few frames. When you crash, the screen which flashes from the engine looks remarkably like lightning. The sky gets filled with too many objects and with "soft" controls push forward to dive, shooting is difficult and restricted. The rotor and explosion sounds are at best, as the exploding title tune.



Hovering triumphantly above the ground in an official helicopter attack, annihilating — as the title attack intent

and vapours.

Your cannons fire automatically as the helicopter is steered around the screen, but to launch a missile, a target must first be locked on. It acquires sight follows the target and a press of the fire button sends it to its doom.

Homing on the range

To evade enemy homing missiles, a turbo boost can be applied to accelerate the helicopter past danger, and it is at this speed that you can, momentarily, fly upside down — very disconcerting when it first happens.

For each level, you are given a supply of 40 Hellfire missiles, the amount remaining being shown along with score, speed and lives initially visible at the bottom of the screen.

A hybrid of established games such as Space Harrier, Afterburner and Thunder Blade, *HELLFIRE ATTACK* features few types of opponents and repetitive levels — changing screen colours and attack waves

ATARI ST £19.99

Games of this type rely on fast and convincing 3-D, coupled with a responsive, easy-to-manoeuvre flight control, much like this title does on both points. To make the programming task easier, the ground features have been designed within square block constraints, then investigated and replicated with greater intricacy. Though not completely convincing, the result is commendable. The graphics are too large and allow for only limited horizontal banking, other than the spin-down flying, where the horizon flips over in a single frame, all graphics look detail and colour, the overall approach is too few frames. When you crash, the screen which flashes from the engine looks remarkably like lightning. The sky gets filled with too many objects and with "soft" controls push forward to dive, shooting is difficult and restricted. The rotor and explosion sounds are at best, as the exploding title tune.

OVERALL 52%

OTHER FORMATS

Conversions for Amiga (£19.99), Commodore 64/128 (jewel case £14.99), C64/128 (£14.99) and Spectrum 48/128 (jewel case £9.99), 32 (jewel case £14.99) to follow shortly.

"A hybrid of established games such as Space Harrier, Afterburner and Thunder Blade"



Poor camera, the automatically, due to search missiles, you then need to dock onto your target

What a tangled web

TANGLEWOOD

MicroProse

Amiga: £19.99

GIVE your copy of *Tanglewood* and turn to page 43. Notice anything? They've thought not. The sole downside was so subtlety that only the software house involved noticed (well done Jezz). So, to make MicroProse happy and ensure they

keep sending their top quality games to us for review, here is our humble apology, sorry. Meanwhile, keep your eyes on a imminent shot of *Tanglewood* on the Amiga while you try to find what we did wrong.



AND DALEY CAME FORTH

DALEY THOMPSON'S OLYMPIC CHALLENGE

Reviewed by

Oscar Pave, for once, chosen a lame personality for licensing — literally. A leg injury helped put our Lucozade-guzzling hero out of the medals in the '80 Olympics and prevented him from winning three consecutive decathlon golds. Though achieving a commendable fourth, his performance may not generate the sales predicted by Daley Thompson's Decathlon.

This time over the ultimate sporting accolade of an Olympic gold medal is not enough for Daley. This can result more than just envy. There's a strain of winning the game, too, which human competition seems to want in the world.

Daley's challenge is no beat the world record — record — 8897 points, set by József Rágóczky — and accumulate more than 8000 points for the ten events. This would become the title of record-holders Greatest Athlete upon Daley, a dangerous title indeed.

Training Daley begins by daily training with weights. Using three different exercises, and right-left/right-right joystick movement — "wagging" which features heavily in the game — is used to power them. As deep-cuts, sit-ups and leg extensions are performed — plus under a time limit — a total of Lucozade slowly fills. The the more "wagging" liquid you earn the more the motivation is.

Each event's difficulty is marginally raised by choosing the current memory for the job from a selection displayed. The right pair are indicated for future games. If the wrong ones are picked?

For the high jump

All events use a power meter, displayed at the bottom of the screen, its level altered by joystick-wagging. Event specific information is also displayed — often just a launch-angle readout.

The Amiga version uses a side-on viewpoint, showing where necessary, while the Amstrad uses normal isometric digraphs of Daley to successfully simulate dimension.

The simple running events — 100, 400 and 1500 metres — are at a rate of just wagging, while the 110m hurdles requires continuous presses of the fire button to leap the obstacles.

Jumpers, shot put and discus utilise wagging for the approach runups, and forced fire button depression to set the launch angle — approximately 45 degrees for optimum distance. This angle is also altered after the runup in the long-jump.

High jump and pole vault targets are chosen before the first

of up to three attempts at each height.

Simple timer innovations and quality graphics, Daley Thompson's Olympic Challenge is a very old fashioned game. The control method and retro game style are there, classic pricing remains. It is, in fact, merely a dressed-up version of Daley Thompson's Decathlon.

The constant joystick wagging is a great strain on the wrist and the fitness section is little more than a novelty. However, the game can be fun played among friends. If you aren't adverse to physical effort, Olympic Challenge generates an enjoyable competitive spirit.

AMSTRAD CPC

Cassette: £9.99

Diskette: £12.99

These are the normal graphics of the four versions, using a blocky and slightly dated style for training and never quite right for the events. The body-animated Daley looks more like the Blocky Man and various movements simply place the track — at full speed — across the screen in a floppy file whose sounds, sound in on a par with the Spectrum, but bad graphics and occasionally awkward control make this version less attractive.

OVERALL 60%

COMMODORE 64/128

Cassette: £9.99

Diskette: £12.99

Daley's playboy character is portrayed well in the large, colourful characters. Focused in the training section. And the simplicity, body and animated graphics in the training section are even more playful by having body slingshot or discoball-juggernauts. A pleasure if unusual like fire and effects (bulging) sounds round off the presentation nicely.

OVERALL 73%

Daley about to get the breath off in the sandpit - Amiga screen

OTHER FORMATS

An Atari ST version (£19.99) is imminent.

AMIGA

£24.99

It is debatable whether the Amiga's potential is fully used, with only a few sparsely distributed frames flitted through for possible alternatives. In building this bumper game, the highlight is with colour added via an art utility — yet soon boring — but when combined with other displays in the menus, add interest. Detailed graphics and Lucozade body graphics are in contrast to being tiny Blocky Men in the high-jump areas which make little use of the screen space. Normal visual effects and sound miles away from the Amiga are off-key thuds bass and up-tempo music are played on the off-and-on-line cassette pages.

OVERALL 65%

SPECTRUM 48/128

Cassette: £9.99

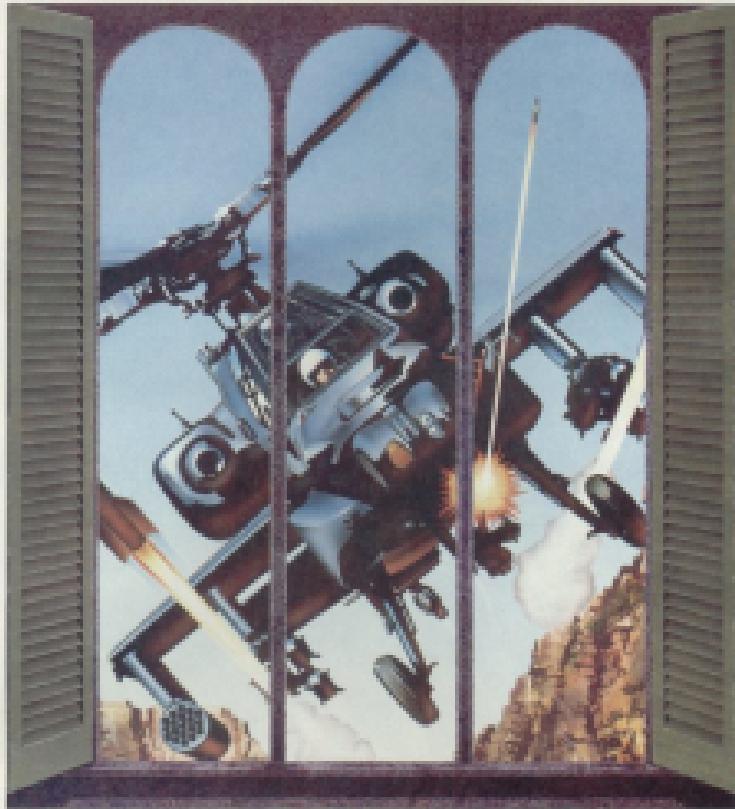
Diskette: £12.99

In its monochromatic way, the Spectrum perhaps detailed training and events, and includes a humorous character's antics in the background of the gym. The long-jump is fairly realistic — you have an extremely long run-up of at least 100 metres. The ringing resonant sound effects are poor but there is a reasonable rendition of the theme tune.

OVERALL 72%

"The constant joystick wagging is a great strain on the wrist!"

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CBM64, Amstrad £14.95 (disk), £9.95 (tape)

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INFOGRAPHES

OPERATION NEPTUNE
by
INFOGRAPHES



BLOOD, SWEAT AND FEAR

Win a fightin' day out at Combat Zone... with US Gold and Thunder Blade

Time to start training - for US Gold's smash-hit computer game Thunder Blade! Based on the Sega game reviewed this issue, Thunder Blade is a flying, fighting challenge of nonstop arcade action available for Amiga, ST, Amstrad CPC, Commodore 64 and Spectrum.

But you'll never get through a level without a day of full-scale training at Combat Zone, the real-life military-style sport!

And that's why US Gold are offering 15 pairs of tickets to Combat Zone for this month's top five winners to sharpen their skills (and their flesh)!

All you have to do is prove your military prowess by picking the top three Thunder Blade skills out of the ten we've listed here.

Then write them on a postcard or the back of a sealed envelope - along with your name and address - and send your entry to: THUNDER BLADE RECRUITMENT, TOM, PO Box 10, Ludlow, Shropshire SY8 1DR to arrive by December 15.



Entries will be picked out of a hat. The first five which agree with the judges' choice of vital skills will each win a pair of Combat Zone tickets for any day they choose, plus a Thunder Blade T-shirt. The next ten will also receive T-shirts as runners-up.

The decision of 100% of judges is final in all respects, rules as printed on the postcard, page 88, apply, and complaints will be court-martialled.

PICK THE TOP THREE THUNDER BLADE SKILLS

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- A cool head
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LIFE IN THE COMBAT ZONE

The world of Combat Zone is an entirely new for the arcade pilot's game - but you'll soon forget where you are until the bottom of no-man's land.

In each game of Combat Zone, about 40 people are divided into two teams. They plan strategy to catch each other's territory, and then enter the battle in

standard surroundings

Each player's game pack includes a combat suit and belt, an armoured boot with 11 harpoons, dry pellets, protective goggles and a combat knife or pistol. Two, eight and ten hatch are provided - and are the options for each fireteam slot.

PICTURES



FROM AN EXHIBITION

'All art is quite useless' - Oscar Wilde.

But so are the best things in life, we decided after T&GM's first 'open' exhibition of computer-aided art. Over 200 readers of T&GM, CRASH and Zzap! entered the Autumn Computer Art Show contest, and the top work was exhibited on our stand at the PC Show.

Here, T&GM presents the winners – and some of the best of the rest. Watch for more in future months.



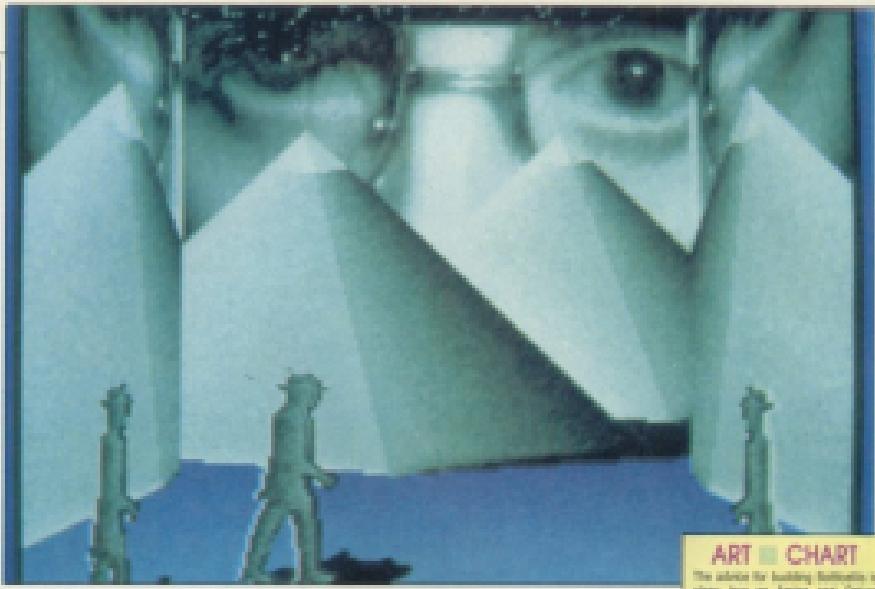
■ Steven Long's *Mosaic* (above) was one of four entries to rate her a third placing. Steven - from Sutton, Surrey - used Delphi Paint II on an Amiga for all his work. ■ John Ward of Wetherby, West Yorkshire uses SuperPaint on an Amstrad 406 for the Entry below right. ■ And Philip Matthews of Moseley, south London, produced *Liquid Light* with the same setup.

■ Software graphics are the chosen career for national painter/illustrator Michael Holden of Rayleigh, Essex. 'I feel that a lot of potentially good pictures are spoilt with stuff graphics,' says Stephen, who's studying art, computer science and photography at college.

And the idea for this picture of a Minx in a quarry - *Mad Power in Control* - came from a photo of his own car. Running Autodesk's 3DOP Advanced Art Studio on a Macintosh II (20MHz), he started by sketching wireframe lines around and then filled in details with the software's scan facility.

The top and bottom of the screen are deliberately out of focus, forcing the viewer to concentrate on the foreground.





■ An Amiga 1000 and Electronic Arts' *Defcon* game helped Gary Whitby of Luton, Bedfordshire achieve top prize for this screen. 1986 1986 - Big Brother. It conjures up the oppressive nature of the new surveillance in George Orwell's novel *1984*.

'Big Brother is watching you', goes the catch phrase - so why not watch for more screen art, Gary.

■ The prize for best use of shapes (he went to Edward Burra of Sussex, Bedfordshire) - and it was his first attempt on Amiga, Gary's entry:

Another college student working at art and computer science, Michael Hobson from Exeter says he was 'inspired by the look and feel of American expressionist' for this screen entitled *Red Lot*.

The red-headed hand is trapped in the agony of death.... It leads the viewer through the beckoning doorway. The picture suggests a darker past.

Like most artists, Edward started with no pattern and then filled in colour and detail. The screen took him four hours to complete on an Amiga 1000/1000 - much less than he'd need to do a conventional oil painting.



ART ■ CHART

The artist for building *Battatello* is Peter, top on Amiga and Colour Paint.

Of the 20 entries exhibited at the PC Show, 17 - some 85% - were created on Commodore's 16-bit machines, most of them on the Amiga 1000 model. A fifth dozen opted for the Amiga 500, while the one or two screen was created on a Commodore 64.

In the subsequent 12 months, many Amiga users switched to Commodore 64's *Defcon* game or *Colour Paint*.

The vast majority of the 21 entries added for the series from a 1986 1986 while is enough to show Paintbox's 1987 Advanced Art Studio. And the Commodore 64 crowd used *Kaleid-Paint II*.

FIVE FIST-FULLS OF B

TEN MEGA GAMES

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KARATE ACE

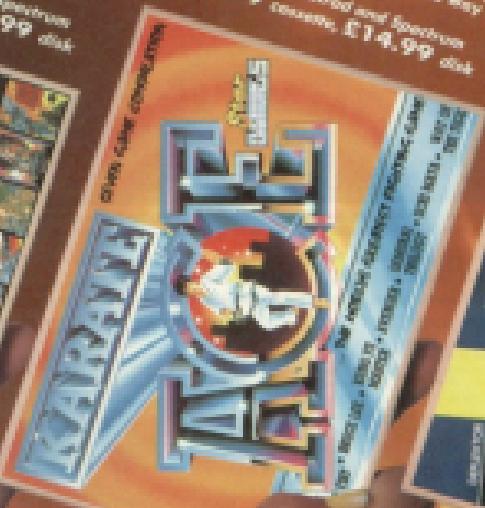
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LIFE IN THE FARCE LANE



Would you like a career away from these people? Left to right: Steven Lapworth going red strategy for Robin Hagg, struggling to compute, Jon Rose about to put his foot down when Robin's strategy will not calculate the telephone marketing, Middle: County Broadcaster, a hard day at the joint, and Dorothy Page wondering about a new PDA.

Not every Tom, Dick and Harry can produce TGM, you know. But judging by the disgusting habits, total lack of intelligence and near-criminal attitude of the TGM team... every Jon, Nik, Barnaby, Robin, Women and Robin can. We name the guilty men.



JON ■
Dennis, listening to Bush and Lee Masters, flying off to America with MicroProse and generally bawling their eyes out.

His other status include choosing

John, aged 28%, joined TGM, joined as Editor for TGM@95.

Being editor, he can do what he likes and usually does - a rather

what goes in each issue, making sure it all runs even on less per issue, and selling the odd review of feature.

Before coming to the British market from US, he was Group Executive Editor of Web Smith's Home Computer Club magazine, a data analysis, information and electronic commerce based in a converted barn.

Rugby Jon currently a Project Organiser at Intel in April 87, and in his former life has been through a Spectrum 400, Commodore 64 and Amstrad CPC128. Never satisfied, he now wants an Amiga... and the Elbow (Electronic Blanket Number indicator).

Equipment machine which chooses Premium Blend winners.

Why? Well, in the last 14 years the IT equipment has gone about \$1.5 billion in price. That's three billions got paid through anyway.



TOP ■ TV

- [Jon Michael](#)
- [Carmen](#)
- [Jeremy Pappas](#)
- [Mark W.](#)
- [Karen Brady](#)
- [Steve The Young Guru](#)
- [Steve C. Morris](#)
- [Mike](#)

TOP ■ GAMES

- [Right Hemisphere](#)
- [Rhythm Heaven](#)
- [Sonic R](#)
- [Sonic the Hedgehog](#)
- [Sonic Colors](#)
- [Sonic & All-Stars Racing Transformed](#)

TOUGH ■ GAMES

- [Joe Job Tetris](#)
- [Mr. Spudtacular](#)
- [Sonic Mania](#)
- [Sonic 3D](#)
- [Sonic Generations](#)

**WARREN**

ZOAP and then arrived at TIGM as a staff writer. Immediately, he discovered depression.

Mostly known as the fastest writer next of Kidderminster, 18-year-old

After leaving college in Birmingham, Warren spent a frustrating time on the dole, came to our Commodore publication, ZOAP and then arrived at TIGM as a staff writer. Immediately, he discovered depression.

Warren pens a Commodore 64 and Amiga game and a PC engine. His favorite music includes Joy Division, New Order and The Jesus Weeks. He writes for his depression.

He states as a Staff Writer Name included game reviews, Poems made and features. But, "he just basically albums and reviews for the editor". Reviewer Peter M. Hale told our investigative team,

"Warren's ambitions are 'Indie' game basic, but about as grown up'. Luckily for fans of this strange long-haired bromance, there doesn't seem much chance of either.

**ROBIN ■ HOGG**

Arrived mid-December to the ZOAP team in Birmingham, used to sell software to Welsh people in a John Lewis shop, and is conveniently forced to say "I'm going to be here".

20-year-old Robin is crazy about the 8-bit, right terms and at those other

Robin interestingly claims that he is Polish and German. He was born in Southwark, London, however, we have

incredibly complicated games that no-one else can figure out. The proud possessor of a Spectrum and an ST, he owns a PC Engine and a C64 supercomputer (authenticated cost: PC Engine £175, C64 £14 million).

As Staff Writer at TIGM, Robin is slightly overworked - with game reviews, comic strip, Information Coast and the new planning tip section piled up on his wrists. Playing chess for the Army MOD, Robin finds life up the few simple hours.

However, he has two cheeky messages to the world: "Hello mum!" and "Please don't eat me".

For added act coolness, more like.

**BARRY ■**

Joining. He is also interested in PC-compatibility, which is not connected at all to the Internet.

As Previous Editor, Barry comes into the office here every morning. No, that's impossible again... .

The claim is, he is busy at Press reading BYOB and the Financial Times (not

Barry) - is the only one on the ZOAP team with a 'business-oriented' journalistic background,

which probably explains why he's so

hard for computer stores, honest! Before getting down to the day's work. That includes choosing features based on the Editor, writing them, writing press releases and news, especially marketing. 24% penetration of European PC market by unit sales, however.

29 year old owner of a Spectrum and an C64 (both PC engines), the previous editor of our national magazine C64+ and then a reported editor of the trade weekly Computer News before joining TIGM. He also spent ten years as a daily newspaper reporter in Edmonton, Canada, where he grew up.

Passionate music Beethoven, Com-

mopolitan, US, blues, Amiga.

**ROBIN ■ CANDY**

It. Robin did not mind, anyone would have

been interested in buying him - except the manufacturer of art utilities, his eyes and The

work from CDs, because he accounts

for most of them sales.

As a Staff Writer at TIGM, 18-year-old Robin writes game reviews, covers art packages and spends a lot of time... well, what is it usually that happens at the time of doing? Roboboy can figure out, but popping out for a moment seems to play a large part in

it.

Before joining Britain's brightest magazine called TIGM, Robin worked on our sister Spectrum mag Choice where he was playing tip editor, reviewer and feature writer. He was also software editor on New Zealand's now-defunct AmigaZ CPC mag Amigo!, went to college and was a semi-contestant in garage bands.

He has owned a Commodore 64, Spectrum, 2001 and Amiga 2000. He might buy an Amstrad ST when he's finished the payments on that music system.

Robin's message to readers is joyfully, joyously, fun from his Dylan Thomas poems, "soft stuff".

WEIRD ■ DREAMS

- [Ali Bain & DJ Killa Roots](#)
- [Ali Bain's last letter](#)
- [Ali Bain's last song](#)
- [Ali Bain's last perfect night out](#)
- [Ali Bain's last record reviewed](#)
- [Ali Bain's last night out](#)

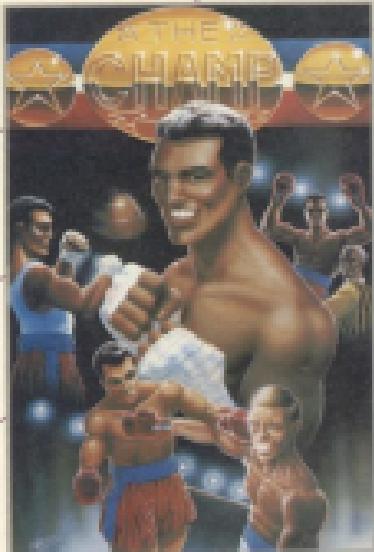
**MIC**

stand the puns any more.

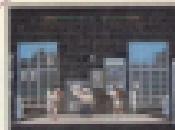
As Previous Editor, adventure file Mic is in charge of getting new software, sending writers to review it, checking their copy, choosing pictures, and letting these terrible headlines.

But when asked what he did before joining TIGM, we ZOAP man Mic replied mysteriously, "Sleeping and reading". Which can mean anything, and until earlier not guess what.

Any little is known about Mic's private life, though Ramsey Page once saw him buying marmalade at a supermarket with a woman, whom she only knew one thing (breakfast - £2). He also claims to like Tina Turner. Owner of a Commodore 64 and Spectrum +3, Mic plans to upgrade his Amiga.



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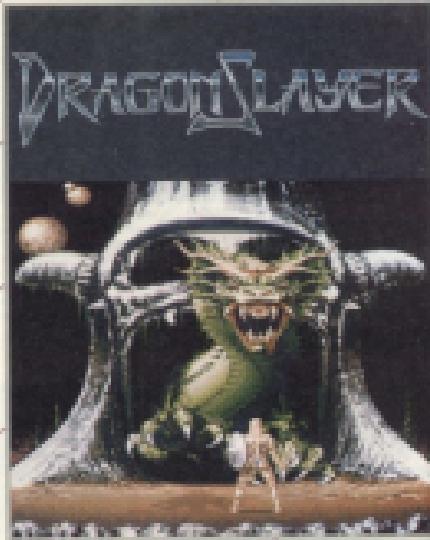
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PIRATES

Call it crime or call it teenage thrills - the software pirates operate in a secret world of codenames, international connections and hacking bravado. Following TGW's first investigation of the wrong side of the law, the pirates talk to Bamby Page.



I was there so easy." Like most pirates, professionals and amateurs alike, 17-year-old Alan has little respect for the software houses which try to stop them making and distributing illegal copies. And they never penetrate his gang, these teenagers in a West Midlands city, from putting off as many as 500 Commodore 64 games a year.

The popular image of pirate piracy is innocent enough: young adolescents buying a Spectrum game each, making a few copies and keeping half for their mates.

But after several months' looking at Britain's piracy problem, we discovered that the reality is on the larger scale - a scale which Piracy Action Against Software Theft (PAAS) founder Bob Hay estimates adds up to £7.5 million a year in illegal games.

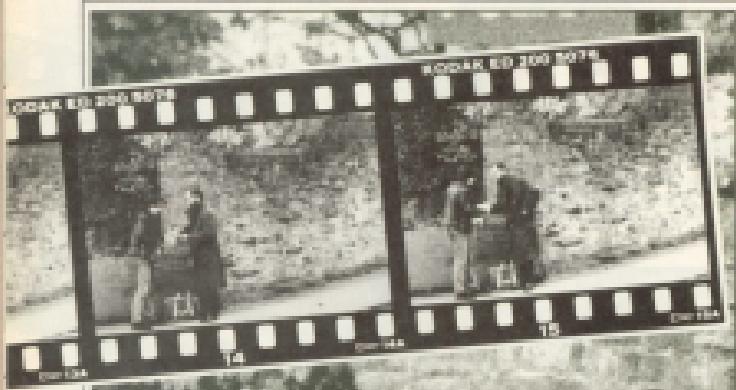
Most pirates operate in groups with international gaming links, namely: The Dark Team, PCBL, Dimension Distribution. Though each group has perhaps

only three or four members, all living in the same area, the network stretches far wider - often into continental Europe, where pirates in West Germany, Belgium, Holland and Denmark send copies through the post with their British counterparts.

Not just young? It's true, though often illegal copies change hands for as little as £1 (just about to CD price), the average small-time pirate does not sell his wares. 'The others have gone in this trade for over ten years and so many as 2,000 pieces of illegal software usually 8-bit - 16-bit is harder to copy.'

And the snags which systems makers protest at for the law-enforcement agencies to play with is that there really is no satisfactory legal remedy. 'I don't think that the current code is adequate for the scope of their activities,' he adds, 'but through the 1988 Copyright Act does give some distribution of illegal copies not to profit, and so subsections of the Copyright Designs And Patents Act will do so.'





too, it's a "very grey" area.

"They have the 'right' of their game published or performed, but most software publishers act as if it's like a standard educational publication," Polden, a 17-year-old British member of a gang based in Holland, claims. "I don't think I make any money... it costs me money. We don't sell the games. I think people like that should be caught."

And Polden adds your software house in a large south coast port, may notice a typical game passes but the operator for many years he thinks that "we don't cost ourselves games because people do it for free."

"People offer to buy software and I wouldn't do that. I would never ever sell software, because that's different."

"Another argument?" he continues. "Is that if you've paid £20 for a piece of software you have a legal right to make a back-up copy."

But that's simply not true in Britain unless the software house agrees to it — and in any case, many software houses are "permissory" copies, or copies. Robert, for instance, makes three copies of every CD game, then, then to other places in the West Midlands, London and Scotland. "And then they copy from him and copy and copy." The problem mushroomed internationally. And no-one can stop it.

MEN ■ WITHOUT ■ MORALS?

1000 people at least in the games world. Today's publishers have a strong, ironclad policy. Electronic Games doesn't accept them. It's a different story and there's no doubt some popular games fit those damage rates.

At the simple equation of "pirated games = lost money" doesn't hold up. Says pirate Polden: "We buy the game... you get all these people who say software piracy is damaging the industry but it's not because we buy the original."

But that, goes at the Federation Against Software Theft's proprietary organisation, *Software Watch*. The three who were put their pocket money together and buy one copy of the game and make ten illegal copies aren't necessarily bad people.

In other words, they wouldn't all have bought the game anyway, so the software house doesn't lose a single copy it.

However, Ray points out, "Budget software (costing £2 or £3) does get copied off as well" — mostly because pirates can't afford it.

And perhaps the real damage is done not to the software house but to other consumers. Each year the software publishers have to make up millions of pounds in taxes, lost through piracy — and we pay for it through increased prices.

As Ray puts it, "in the same way that Marks & Spencer pass on the price of recharging, the software house has to pass on the cost of piracy. The legitimate publishers have to suffer."

MEN WITHOUT NAMES

The FBI's 105 International has the whole issue of protection that they were not identified. Their names have therefore been changed, though valuable information is free.

The photographs were posed by FBI staff members.



Cheap thrills

most of today's gamers have tried some of the dubious software hidden out in prevent piracy, ranging from hard-to-crack code to Microsoft's ShareGate file trojan, which requires the user to input passwords from the accompanying novels. Novell, American firms like Electronic Arts, MicroProse and Midway are particularly involved in the fight.

But the pirates themselves are divided.

"You can skip around the protection anyway," says Robert. "After the invasion I found the routine." He uses Trilogy's Expert Campaign — a common pirated tool (F104007) — to hack into the loader, then saves the code section by section to disk.

"It's very simple," confirms Frank. "A lot of software companies put cracking in, but a lot of it isn't difficult to crack at all. And as they get better, so do the crackers."

"At one time," he continues, "Electronic Arts were hard. But because they used the same method every time, someone brought out a program that could crack it for everyone."

The Electronic Arts response: "It was true for a while, but it's not any more. We have changed protection methods," says Sales Administration Manager Simon Jeffery.

And one pirate we spoke to even left the illegal games — because it got boring. "Most of us, when you've got a few thousand cracks already, you're only doing it for the thrill."

Many of those third-party firms that

secret-society atmosphere of the clubs. Robert recalls how he entered piracy: "I knew a friend who'd got Super Cyclone [Days] about four months before it was released. I went round his house and we became friends there and he gave me all the software there. I'd write it backtracking routines and he would have to improve it."

The groups have other practical purposes. One point: "It's easier to get software from other groups if you have a name. If you're an individual, you can't get the latest releases so easily."

"And so rather than passing in the schooldays, the gangs deal with each other... in the last three years via magazine ads through publishers have now cracked [them], more recently through bulletin-board networks like CompuServe. They pass the network management. By 10 P.M. PART II is in the light squared glasses, but CompuServe officials were not available for comment at press time.

In the Republic of Impresario piracy, the many vigilantes, pirates would even break into going houses and places mentioned in the code of a cracked program. Not many people

more cautious, because as PART II says: "Since 1988 there's been a tremendous shake-out."

"We're driving it more underground," he continues. "If there's talk of any crime, if there's a flurry of activity by the police, the crime goes to another area or begins underground."

But Hay admits that his small organization cannot entirely stop the tide because Britain's police have only two specialist computer crime units, both covering London. PART II has to work with local fraud squads and trading standards.

"And where technology crime is concerned, the sophistication of local police varies widely. You get a detective who's a computer buff, and it shows in the quality of his work."

But when PART II knows the identity of pirates yet can't do anything about the bright idea of course, because no records are kept besides in suspended commercial piracy, says Hay. "Tracing the origin of certain software is very difficult. I disagree for governments on the software."

The pirates know that. And that's why, in Alan's words, "I never really think about getting caught."

**"We don't call our
selves pirates,
because pirates
do it for gain"**

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YOUR U.S. GOLD STARS

U.S. Gold, way ahead of whoever's

ROBIN HOGG'S PLAYING TIPS

YOUR GUIDE TO BETTER GAMING

Here are some tips for all those racers who complain that F1 has never looked so bad.

F1 EXPERT

Of all the F1 games, the course of The Car Racing Challenge (Flag 10 experts, having article written here which will tell all the best pieces of MDX music yet). But enough game education, here are the tips for cornering first in the F1 Grand Prix thanks to James

second gear through the rock-bottom corners - any faster and you lose control; for the rest of the circuit, use the automatic gears.

When you pass another racer (or vice versa), causing him to make a mistake and slowing down after coming up behind. Don't drive aggressively by ramming other cars as it forces you to start out right, content

with a slow start and a slow race.

When you pass another racer (or vice versa), causing him to make a mistake and slowing down after coming up behind. Don't drive aggressively by ramming other cars as it forces you to start out right, content

with a slow start and a slow race.



Photograph of Wayne Auckland.
Always go for the original design car before racing, especially in with the extra gearbox power engine as it allows the best performance for all races. For the safety choose the strong body for tracks, for all other races you can get away with a light weight body providing you don't take too many knocks. In the rally a manual gearbox is essential (both in

advanced possible and basic to the centre of the screen. If you want to race the passenger and screen (mostly spectacular) drivers type in the following password. You just have to come last in the final Australian course to see the main screen though.

PASSWORD:
BEEKUANLJFLUMCBLPHMAD

• RALPH'S TIPS

Here we go with the last two levels of Intergalactic Warpspace.

The sequence and watch out for multiple laser beams. Keep breathing, get the multiples around



• LEVEL 1: Use the beginning of the first level alternate between top and bottom destroying the alien and collecting the energy. Then use the same technique between the top and bottom warpsequence.

• LEVEL 2: The first and probably most difficult level, use everything you've got in the waves of aliens

you and tilt the moving platforms as they appear. That's about the tactic you need to know for this level. The Pim (Shaka at the end) is no problem, just move forward before it catches you against the side of the screen and get the Head with everything you've got. Head. The Easter Island heads - especially from Aliens - are the priority if you make it this far.



and watch out for pink Star Lord Galaxia. If you've got multiples and apple lasers then keep them in a line along the bottom of the screen. If you haven't get some leaves you're in trouble. The next opponents, the weird shapes, are a pain in the neck, provided you keep out of their way. When this level gets tough is with the seven other guys on the walls which unless eliminated immediately, they will literally fill the screen with bullets. Try to hit the walls and use lasers to hit

destroy these before they make it extremely difficult and you should get through to Shaka himself.

If you haven't got multiples or the supports holding him up, if you do not fire them around three quarters of the way up the screen and switch for the closing blast doors, that set of doors shot off in the middle, move over to the left, then right and you should have cracked.

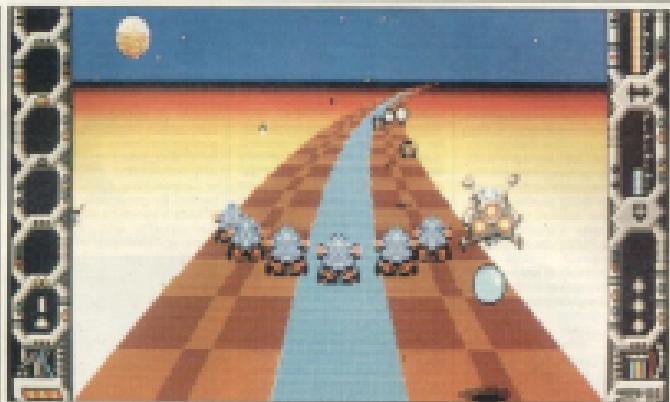
ELITE: TIPS

For those of you eliminating the aliens in *Armored Buggy*, here's a selection of passwords to throw you in at the very start and **AMBERA**, **CHEERY**, **THOMAS**, **KYLIE**, **SEASIDE**, **HANDEL**, **KODIE**, **LAPDOO**.
And here are some rather logical tips for *Elimination*:

- Remember the layout of each course and the positions where alien formations appear.
- Keep with the dual fire weapon (the third weapon to choose from) if it's the better fit in the game, but no bullet field runs off both left and right edges of the screen where aliens tend to hang out.
- Use the ramps to gain height, keep more aliens and move across in the course.
- Hugging the screen edges is a lot safer than running all over the place, just watch out for aliens appearing along the side of the screen.

ELITE

- The classic is here again, this time in the slightly increased level of the ST version. You want tips? We've got lots of 'em:
- Use the **AI** when option constantly, stating your position before any key decisions are made (such as purchasing of equipment or upgrading of engines).
- When equipping the ship, don't bother with side lasers unless you just want to look flash shooting through the galaxy, they're 100% useless and impossible to use to any great effect. **Boundary** won't bother with the rear view, so something useful like this is money well if you've got but no more than that. You generally won't find much use for a rear laser bar shooting down rogue asteroids, space stations and the odd incoming missile.
- There are two schools of thought regarding the best place of equipment to purchase, namely whether to go for **Locking**



Computer or Large Cargo Bay **Locking** Elite go for the **Locking Computer** to have on board and while these locking for faster production costs for the cargo bay, do for the cargo bay and you can buy that computer off the menu instead.

- When it comes to lasers there's no point, it's money in nothing. As noted earlier the best never comes cheap but that doesn't mean nothing else is worth it to use:
- For trading find a poor agricultural planet and at first, use its industrial planet together (preferably with a government of Communist State rating or above). Just collect materials, medical supplies and computers in the agricultural world and take them and backdoctors to the industrial planet. Drag naming maps, in enormous profits with negligible risk if you've got military lasers.
- If you're jumped by Thargoids, slow to a halt, switch manoeuvring and using lasers to the rapidly approaching slot, stop firing when

it's taken two thirds damage (use the laser temperature indicator as a guide). Wait for Thargoids to be launched then use your lasers on the manoeuvre to knock it off and collect the alien items. If the Thargoid has probe ships too compare, don't bother with getting Thargons, losses a minute and get that laser firing at the others.

- If an armoured survivor your hull of laser bolts and gets close enough to fire, accelerate towards it and stay close. The largest ship allows using energy to loop over to the fit of you, if you can't get behind it there shouldn't be any problems with eliminating it.

- If you've jumped for multiple passes it's a good idea to quickly get for the tougher ships to begin with, getting them out of the way fast and picking up the weaker ships later, in order of priority go for the following first:

- 1) Thargoids
- 2) Headhoppers
- 3) Headhoppers

to that mark a plus described in the manual for the combination of

high speed and impressive firepower makes short work of the most vicious probe ships around.

- **Jump** **Mark II** (Fast and lethal)
- **Crash**
- **Break**
- **Hot-Da-Lance** (slowly if only for its rate of movement),
- **Adonis Star Base**
- **Attack**

- **Colossus Mark III**
- **Colossus Mark I**
- **MacAnacodaPython** (comes, responds on board but must remain).

- **Schrodinger** (no problem)
- **Mantis** (Piece of cake)
- As for orbital battles, and transports, don't bother, the space station is always close by with its fleet of Myans ready to dispose of their own form of orbital justice.

On the ST, **Elite** has five missions, and rather than code new missions, M.Y. Micro have incorporated the original Commodore and Spectrum Amstrad missions.

- **MISSION 1: DESTROY THE CONSTRUCTOR** - The Constructor, an experimental aerospace craft with powerful phasing has been stolen and you're to track it down, destroy it and destroying it.

- **MISSION 2: SHOOTING DOCUMENTS** - Top secret Thargoid documents have been stolen and you're required to transport them to a Naval Base.

- **MISSION 3: RESCUE REFUGEES** - Refugees on a space station are in imminent danger from a dying sun going nova. Get them out of there fast!

- **MISSION 4: INVADER APP** - An app complete with Cloaking Device is kidnapping innocent miners, time to show it who's boss.

- **MISSION 5: INVASION FLEET** - Thargoids have taken over a space station, it's your job to fight through them then to the station and destroy it.



OPERATION WOLF

Dewan's conversion of the smash Famicom game is devoid of many tips other than 'shoot, shoot and shoot again'. Unfortunatly, here are some tips.

■ Everything in the game does the same amount of damage, but at different rates. The helicopters and armoured cars are faster-firing but don't fire for long, whereas the really vicious opponents are the paratroopers. Bring as they come down and run around. Go for the paratroopers as a group; if you shoot one, whatever possible shooting them before they land.

■ Use single shots at a time to kill soldiers, only going into psyche mode if soldiers run on screen as a result.

BOMBZOID

Imagine Works' bomb defusing puzzle game can seriously damage your health, what with bombs going off all over the place, plus it's avoid being clever and your hair has been pulled out as a result. To save on your hair why

not allow you little margin of error.

■ If two helicopters or armoured cars drive near, launch a grenade and both blow up, simple enough and worth the risk of wasting if you want to keep some ammunition in reserve.

■ On the fifth and sixth levels with the hostages running around, keep an eye out for them as they walk on from the right side of the screen. Control of fire and accuracy are vital if you're to get through with any hostages alive, instead instead. Hmmp, isn't very wise.

■ Don't shoot innocent bystanders unless you fancy killing yet more emerge.

And now for some arcade playing tips.

LUTHER BURGESS

A classic, over-the-top combat game with an over-the-top price to match. Nevertheless, whenever a couple of pound coins (doubtless real ones) unless you've got the guads for the Deluxe version. When flying along take a dive all the way, only accelerating when a missile or surface fire fighter streaks up behind. By going down, you'll have at least a second's warning when the surprise and split missile come up. Talking of which to get

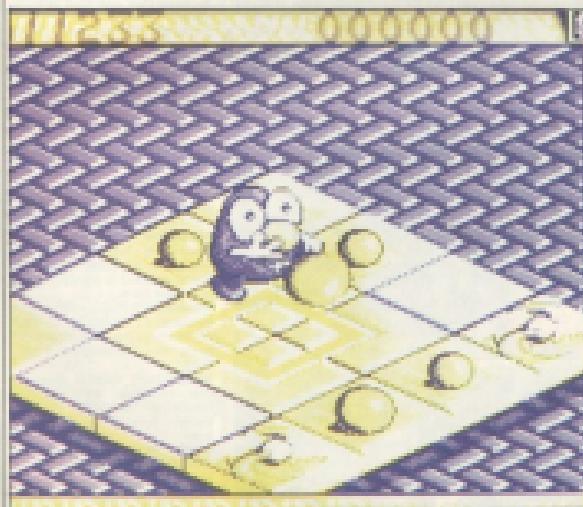
through the canyons don't switch the control colour caught by lightning and right like a missile, fly it backwards and forwards taking out ground targets in particular the fuel tanks.

Providing you don't have two wings of them, shooting missiles is a pain of tales. They slow whilst in missile launch and wait. As they zoom over pull up, bank left or right and accelerate away. If you want to be really having fun just press through to the end fly hard right or hard left all the way, changing the roll missiles that flew jet-warts.



■ DOUBLE DIVISION
When in dual player mode if you go up to a Puff and grab him from

behind the other player can hit the unfortunate victim as many times as he likes with the wings. He won't die, your points go up like mad (2000 if I remember) so you can do this ad infinitum (ie. until the power goes off or you get thrown off the machine).

**CONTINENTAL CIRCUIT**

The first thing to remember is that each course is surprisingly short, and each checkpoint is only a couple of seconds away along the track with a pit stop nearby.

Providing you don't start using anything silly you won't need to worry about the lap time as it's rather perverse. If you're at least halfway through the courses and suddenly get 'hit' or the engine catches fire just keep going - take it a little slower than normal but don't stop you will make it! The first couple of tracks aren't too hard, although you have to wait out for the hidden bonus places mid-way along each route. Like all racing games the brakes frequently have to slow down in a crash and lose half seconds than to total the car and lose full time as much. If you're new to the ZZ version, it's very much a matter of getting on the eyes and very fast to lost in the sensation of driving.

INFORMATION DESK

Not content with working overtime to produce a positive plethora of game tips, Rob Hogg once more turns his attention to the ever-busy Information desk.

First off this month is another issue from Worcester, South Africa.

What are the main differences between the Amiga 1000 and the 500 series?

First things first, if you're buying an Amiga your best bet is to go for the 500 series. The A1000 has a pitifully small 2048K of memory and next to no software houses support the machine as a result. Second wise there's little difference, although the earlier 1000 models were somewhat faster than current Amigas. A 2048 RAM upgrade is available from the Amiga User Group at £(0120) 500000 or £(01865) 200000 but bearing in mind there are very few 1000 Amiga 1000 machines around and the 1000 isn't a particularly friendly board when it comes to upgrading. It's better in the long run to go for the standard half-a-megabyte 500 model.

Steve Dunstan has a question about the Beagle console:

I was wondering if you could give me any information on the Beagle Console. I am thinking of purchasing one is the sound chip any good?

Unlike the much maligned earlier consoles such as the Matt PC system, the Beagle console has a continually growing range of software and an ever stronger hardware base thanks to marketing through Masterboard. Conversions of Beagle cartridges are extremely rapid, more so than on home computers and generally the quality of games is very good (see a look at Asteroids and Thunder (these in this issue). A light Phaser gun and 3D Glasses are available with a variety of software which uses the decisions as well and new hardware is on its way with a Beagle TV unit and PAL board (not expected soon).

An CT8/80 for the basic system with two control pads and hang on tree, the Beagle is good value for money although it doesn't have some expensive games. For more information write to Beagle at 2-4 Yarrow Yard, Peterborough

Road, London, NW1 2BX.

Before you buy any console take a look at the Beagle PC Engine (as raised over in previous issues of *IGM*). Although lacking the software base of the Beagle this system has similarly encyclopedic graphics. Talking of which Anthony Dawson writes in with a PC Engine question:

Will I have to purchase the PC Engine from Japan, would any modifications be required in order for it to work on a British TV?

If you bought the machine in Japan you wouldn't be very pleased to find out that the machine requires a NTSC format television/modulator to run on. You may be able to get an alternative cheap to be in a connection but you'd also need a power pack to convert to the British standard.

C. Clarke has a video recorder and an ST and wants to connect the two:

We had a burning desire to record some of my games, running onto videotape. I own an ST, a VHS VCR and the relevant 10 pin DIN-to-BNC lead. Can I tape games with the equipment or do I need new leads?

You certainly can! Clarke just had to fit up your ST through the monitor socket and then connect on the VCR using a television or video output (just so you can see what you're playing). Then just start recording as normal and the result should be a true video game. Check out chapter 4, Roger is in dire straits concerning his 1000 and is thinking of buying an Amiga.

What would I need to connect my Toshiba H00752 printer with standard Centronics interface to an Amiga? What printer drivers would I need for use with a word processor?

With the correct Centronics interface you shouldn't have any problems in linking up. When it comes to actually using it you may find the lack of a specific printer driver is problem, a general driver will work but the results may be unpredictable and special features unique to the Toshiba including some character codes may be missing. You could try the Amiga User Group for details of drivers on 01-50000000.

What is the Sony MZ-7000 drive like to use on the Amiga?

The disk drive is noisy in our Sony drives so choose quiet and durable instead. The MZ-7000 storage capacity is unexpanded and 1280K storage space when formatted. These levels are respectively low-key and speed is much to match. A quick test on the official Sony game 2000 lead in around 10 seconds, if you're intending to buy one why not contact us! Philips disk drives are Sony drives are a little thin on the ground in the UK.

Mark Gordon of Bodmin in Cornwall has a simple question concerning MZs:

Can you tell me who sells the Games Master read cartridge and the double cartridge adapter for the HD-10 MZ800-1?

Nightstar Limited, a name familiar to MZ owners everywhere stock the Games Master cartridge from Kamos - priced at £19.95 give them a call on 01202 820200. They also stock the cartridge adapter for all at £14.95.

Keep those game tips, maps, cheats and hints coming in to TEL: 01865 200000 and photocall up for grabs, you know the rules now. Write to THE INFORMATION DESK, THE CLASSICS MACHINE, PO Box 60, Oxford, OX1 1PF.





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During the 1990s, the U.S. Justice Department and state attorneys general have been the chief congressional critics of the tobacco industry, especially regarding its role in the promotion of smoking.



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A particular advantage of this
form of assessment lies in the fact
that it can be used to measure
changes in the individual
and group processes and group
members' attitudes towards
the intervention and its outcomes.



QUESTION - What are the effects of the following on the rate of reaction? (a) Increase in temperature. (b) Increase in concentration.

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arrow is the most
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firmly, he must
keep his strength
and concentration
at the peak and
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Swimming
is about physical
endurance and
strength. It is
the ability to move your upperarm and
the strongest technique for the front crawl is
the butterfly stroke.



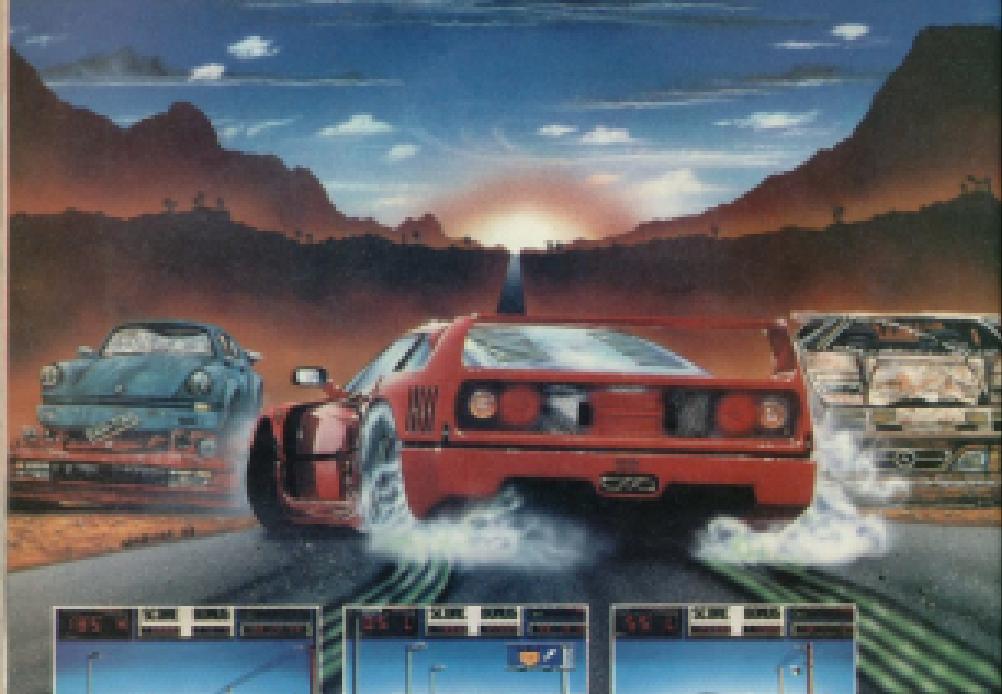
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TRILLION BYTE TRIPS

Don't call it fiction, call it future truth. 21st-century data pirates, gorgoyles, brain police and leprechauns meet up in this month's SF book reviews. Stuart Mynne tries to make sense of it all.



£11.99 hardback, Faber

Publishing house Legend is trying to prove its worth by launching a science-fiction imprint. It has recruited Bruce Sterling, best-known for his publishing and *Code of Honor*, and Stephen Krensky, author of *Starship Troopers*, to form the Legend Publishing Project. The first book in the series is *The Net* (Faber, £11.99), which follows a mysterious data pirate who wants the world to return to old, honest principles and behaviour. Under Hardy, there are just more than enough complications going on for novices to get lost. But this latest venture seems to be focusing on world problems, and their targets and opponents, which include state parties – software thieves and hackers. These include ultrageek ring-leaders, like Singapore, and Mexico's Oneida.

Meanwhile, the Plasma Corporation and employee Louis Vuitton are also trying to bring these concerns into the real-life situation. In 2000, it's corporations that make the decisions, not national governments.

Louis is invited to bring his ideas to the management education programme, and reluctantly ends up shown uninvited off the day after. Louis' life at the same time has travels through Singapore, Switzerland and Singapore shows us how very different the future will be according to the society you live in.

Reading as never does enough to capture all these things, preferring to let the characters speak for themselves, which is how it should be.

The plot certainly keeps you reading, and there are some lovely, witty characters. Louis' وزير (Louis' boss) is a particularly charming and funny character, and the young reader will be fascinated by the futuristic technology he uses to keep his job.

Hot Turkey

Islands in the Net is certainly good enough to really make Bruce Sterling a big name commercially, but he hasn't been well-reviewed, and on the strength of this original, hot, sexy City system politics, has become the success of William Gibson, but that's about as well-reviewed as very few first novels – although

Clarke's – earned an absolute introduction by leading author Martin Etzkorn, and it's well worth a look.

Information Order, recently reprinted by Legend (£10.99), follows a 1999 novel which is still the future of science fiction, which is a rare honour these days. This one's a bit more old-school, though, with a general story about globalisation that's not much more advanced than *Starship Troopers* or a science-fiction version of *War and Peace*.

With the number of cyborgs follows a Matrix-style twist. The Housefalls have been taken over by the original alien invasion. Gollum, whose body breaks out in agonising blisters at the slightest human touch.

Information Order has some interesting things to say about race, evolution and education, indeed,

and it's a rapidly moving page-turner.

Telling them later, saying names such as *Conservative ITMAGINE* and *The Antifool*.

Funny future



British writer Michael Moorcock's books are full of jokes, but can occasionally be undermined by a lack of respect for his characters like the Fanboy (Diana Johnson). Podcaster Planck, research scientist and Allgood character.

The *Openworld Anthology*, a collection of short stories edited by Planck (published in the US by Ace, about £3 paperback), hopefully fixes this.

It includes the jaunty Diana Johnson, who does a good job, but also the more serious, but equally good, work of Planck himself, who is a member of the *Openworld* collective. For example, *Mother of Openworld* by Planck is a hilarious study of Internet corporatism, returning this the point of an otherwise lame review to add the right to it all.

The story here just before the Planck introduction, while American Stanley, Doctor Shamus Jefferson, Doctor Ammonius and Dr. Madrigal discuss an exploding leprechaun, is perhaps the best piece of writing business introduced to the *Net*. Indeed, it also has implications of how even the thought of web robots like Shamus and such like.

Even more funny is Greg Bear's anthropological *Last Man*. Here the last of humanity break down – and dreams often become dangerously real, but in a context with the offering of a paragyle and a man-eat-the-man solution, and love and community, it's brilliant.

She's bad, she's ...

The another book you can't wait to get hold of is Peter Bergman's *Amazons* (£10.99, Headline). This opens with Amazonian in hogtie, possibly history, in her apartment when the amazons Jerry (Hannibal) comes up with a marriage – a helmet which induces instant maturity in the amazons.

Unfortunately, Amazonian doesn't like marriage, and when soon picked up by the Queen Mother, who has her brain so intriguing that they replace her eye.

Cadogan writes well, and has some nice one-liners like "getting a taste of your own medicine isn't medicinal". But the book lacks compelling plot and characters, and Amazonian's weird chromatopey achievement fail to carry.

Small ale's nice



Finally, there's *Marie Antoinette* (£10.99, Penguin), which is based on the real-life French Queen, but is told from the point of view of her maid, Diane. Diane's a bit of a tart, but she's got a taste for beer, and she's got a taste for Diane.

Despite the somewhat豈怪的 approach, Diane's a bit of a tart, but she's got a taste for beer, and she's got a taste for Diane.

Despite the somewhat 豈怪的 approach, Diane's a bit of a tart, but she's got a taste for beer, and she's got a taste for Diane.

ERROR MESSAGE

Malibu's newest beauty queen, Linda Kozlowski's *Liberating Sexuality* (Headline) isn't the best book I've had the pleasure of reading. Like *Sexual Reversal* by Linda Hogan (10.99, Headline), *Sexual Reversal* is just as good, if not better.

"One [ancient] game was called 'Missile Command... [it] always won – annihilating all life... Children had once played this game. It was utterly morbid."

■ STUART MYNNE

"Marie Antoinette sprawled across the bed's expanse of pink satin... leading through an issue of *Vogue*... 'I want the leather bikini,' she said."

■ LINDA KOZLOWSKI



From the depths of the
darkness, 1931
McLaughlin has been
born into the light.
Ottawa, Ontario,
Vancouver, Okanagan...

Making your blood run
cold shivers' off?
Because the seasons
are such nice guys Old
Nick has decided
much about a lesson in
"physiology" and bring
them back to the
workshop.
Or do you like how

Unwrapped
Marilyn - the actress
Herman, Ruth,
Dorothy and the
four best known lines,
and one quote of
The Munsters The
Ghosts, based on the
sitcom series.
This is a much sub-
-all series script

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horribly good
software

A collage of video game boxes including Final Fantasy VII Remake, Resident Evil 3 Remake, and The Last of Us Part II, with the text "GAMES YOU'LL PLAY" overlaid.

We can be Masters. The best writing comes from AGATHA AGATHA. The learning you will do will be an AGATHA of power, making you an AGATHA of growth. One who is, a leader of growth, holds a mirror which reflects beauty, and the love of life.

These under-thrown are making the authorities along with a dozen or so local clubs and people to

REVIEWERS, AND WITH ITS AUTHORITIES. MARCH 2012, 100-101

Brown, Dennis A.: "A" Building, Industrial Estate, Buntingford, Herts, England.

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What's worse, they're making it incredibly easy to pick up these prizes... all you have to do is figure out the Albedo questionnaire, fill in the form (or a photocopy), and send it to TGM by December 15.

And as if that isn't enough, nearly all the answers can be

found in this month's review of Albedo on the Amiga and ST!

The first correct entry picked out of the Amiga box on December 15 will receive a state-of-the-art Amiga A500, ready to use. The next 20 will receive a Loricela 16 - either 16-bit Albedo or 8-bit Eddie Edwards Super Ski (your choice, so don't forget to tick on the form).

As usual, the decision of TGM's judges is final in all respects and the rules posted on the comments page apply.

WARNING: If you want a safe, unchallenging computer life, we strongly recommend that you do not enter this competition.

QUESTIONS (write answers on form)

8 How many single-player games are there in Albedo?

4 And how many two-player games?

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MAGGIE'S RUBBER FANTASIES

What do Domark, latex rubber, computer-controlled pneumatics, Maggie Thatcher and the 1988 PC Show have in common? IGM finds a surprising answer.

Enna Couth, London, September 1988: In the mass of cost-cutting, posturing, hot dogs and shell-shocked businessmen lay the Domark stand. Gazing in the Domark stand was a red double-decker bus. Everybody behaved as though it was a mobile election bus with people on top in the middle of the ICC. None was perfectly normal behaviour.

But that's because everyone on the stand was watching a certain cappuccino-drinking Prime Minister, gesturing three-piece suit and throwing insults at all and sundry.

No, not the real Maggie, but one of the many rubberised caricatures of Spitting Image. The Great and Utterly TV's what they are in today recall the now and famous "The Iron Thatcher" (Sopwith) with pronouncing Domark's Captain (another part of the TV series due for release on 14 October) from this Christmas set announced in **TOON BOX**.

The impressively animated Phil was hived by Domark from Spitting Image Productions, who also like puppets are not used for exhibitions and other things or less worthy causes.

A unique computer controls the actions of the mechanised puppets, with a pneumatic system moving the limbs and features - a system which will soon benefit the disabled as designer Jim Hornequist has any day off his mind.

And when the pneumatic muscle system was conceived, it required a whole new computer to control it - because no existing machine could do the job.

Hornequist and Steve Ruthven spent three years on the computer, including 12 months of actual construction, before Maggie and her rubber friends could come to life.

Heart of a machine

The computer can run for up to 80 minutes, reading commands from EPROM (Erasable Programmable Read-Only Memory) - a chip that can be rewritten using high voltage but is otherwise safe from being erased.

There is no monitor or keyboard - instead, the puppet is controlled by voice switches and potentiometer position-like devices to make it easy for non-computer users.

There's no standard processor, but



"The puppet required a whole new computer"

a 6809 clock chip keeps commands flowing from memory 24 times a second, across 80 analogue and 28 digital control channels orchestrated by a music track.

One channel is assigned to each movement, with some figures using as many as 50. Maggie's eyes alone require six channels, while the mouth channel is programmed to a voice track on tape cartridges.

A compressor focuses air into the pneumatic system, which uses a specially designed combined electronic pneumatic valve developed in Switzerland. The valves were pliant, so they don't intrude on the puppet's vocal tract.

Muscle power

Though it was designed to control puppets, the computer can also control hydraulic lift rigs, lighting, stage motors, and - most importantly - mechanical arms for the

disabled.

It's most helpful for quadriplegics that in practice often need just their arms not their legs. A prototype, still fairly crude, is already being used by a girl in north London - she can control an arm using her finger and thumb to move pulse transistors.

Later versions for the disabled will use pressure-sensitive film. This pressure-sensitive material will be formed into a panel which can be strapped around the neck, reacting to muscle movement and translating it via the computer into mechanical arm actions.

The system may also be used for physiotherapy. Pneumatic muscles attached to a patient's limb would remember how an physiotherapist moved it, and then be able to repeat the moves without human help - moving time and money.

Mrs Thatcher's heart may be a solid mechanical one, but that's the case.

DON'T BELIEVE A WORD OF IT . . . unless you want a £250 sports voucher from Elite!

ON YOUR MARKS, get set, go... for a comp from Elite, producers of the new sports title smash A Question Of Sport.

Yes, stop — those cameras won't go Elite have lost the plot.

They were so worried that someone in the office would take a fancy to them that they hid them all in an old football — and believe it or not they managed to fit in 20 copies of the game A Question Of Sport, along with 20 boardgames, 20 Question Of Sport posters, 20

Elite mugs, 20 Elite T-shirts, 20 £10 sports vouchers and one £250 sports voucher for the top winner.

Okay, if you'll believe that you'll believe anything, but all you have to do to win the £250 voucher, or one of 20 packs of runner-up prizes, is suspend your disbelief and play spot the ball.

Balls-up

On the photo, you see a load of Elite executives trying to catch the prize where it lands. All you have to do is guess where it is in the air — by looking at their eyes and their positions — mark the spot with a big E for Elite, get off, and send the page or a photocopy to TGMI.

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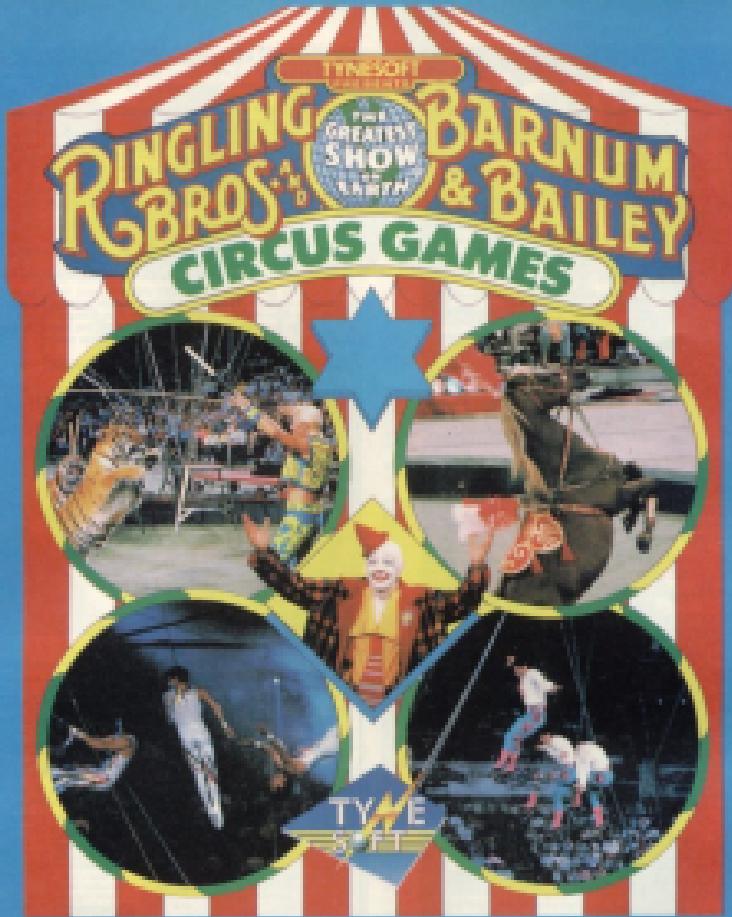
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- Elite's A Question Of Sport computer game (name your format)
- A Question Of Sport poster
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10 of 10

and the author's name, and the date of publication.



• 100 •

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of the first. The second was the same as
the first, except that the last two digits
were omitted.



File: **Report**

and the results of interpretation should be communicated to the relevant stakeholders—clients, project managers, and other members of the organization.



Page 1

the following year he was appointed to the faculty of the University of Michigan, where he remained until his retirement in 1937.

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Gods rule Glorantha

GODS OF GLORANTHA

RPG: Roleplaying Game
Author: Bill K. Hill, ET3-BB

Glorantha has literally hundreds of different gods, and the history of the world itself is largely the history of these beings. The first gods created the world and the various races of mortal beings that inhabit it. The younger gods came into existence, and in due course a number of terrible wars were fought, resulting in the entry of primal chaos to the world, which nearly destroyed everything.

Disaster was averted, however, in the form of an agreement between the surviving gods known as the Great Comethone, which caused the creation of time. From then on the gods were no longer permitted to fight their wars over the surface of Glorantha. Every exploded religion in the rich and fascinating pantheon is detailed in this impressive supplement.

Gods of Glorantha comes in the form of a boxed set of rules with four supplements inside. What They Possess says the first of these, and inside are nine double-page-sections answering such questions as "what did the world come from?", "why do we die?", and "how does magic work?" It forms the basis of many very different Gloranthan religions. This is intended to give players a character-type base of some of these major cults.

From the practical beliefs of the Observers, with their asceticism and devotion to the maintenance of the World Masters, to the teachings of the Lumar pantheon whose goddess embodies both order and chaos, to the wisdom of the tree-living elves... these cults will give a magical flavor to the role playing environment.

The second booklet is an attractively illustrated Gloranthan calendar, listing the holy days of each major religion. Next we find the Prospective, a 20 page "Who's Who" of the Gloranthan gods. Here we have found such deities as Drupoly, the cold death - the secret horror of the mortals who dwell in the depths of the oceans. Yes, just, the unknown god of whom all knowledge has been lost, together with such lesser cults as that of Corra and Bred, the god of the earth whose worshippers have per-

tect her and who some know how to curse darkness.

Finally we come to the Cults book. This provides full details of each of the most common Gloranthan religions, ranging from those common amongst players themselves (Death, the adventurer, Chaos, Army the Healing Goddess, Lord of the gods) to the more unusual (the malignant Performer, keeper of secrets, the Trickster god - whose every name is a swearword and the last

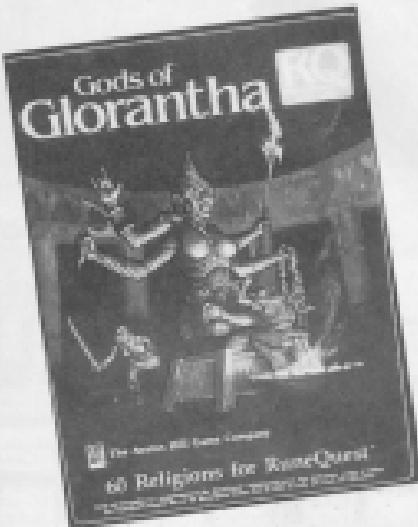


and not well gods whose worshippers will see the players characters most awesome foes - Nagas, Queen of the scorpion men, Pheromys the Manticore, the chaotic god of corruption, and Mata - the goddess of disease.

For such cult details are given covering such aspects as the requirements to join, the restrictions on searching priestly ranks and spells available to worshippers. A comprehensive index detailing many new skills a comprehensive this booklet, including such weird and wonderful agents as "spouse

but like the imagination of any family role-player, and Gods of Glorantha is a must for any PolyQuest fan.

The second Glorantha publication by Austin Hill is the Glorantha Fantasy Sourcebook, ET3-BB, £10.95. More than sixty creatures of the world are detailed, including humanoids, beasts, humanoids, cultures and species such as Iberians, Black Fives and the Jesters - who have the ability to crystallize emotion. Most entries are illustrated with line drawings and a map of Glorantha showing the geographical range of each creature. This is a useful supplement for Gloranthan play, although the



best part is undoubtedly the presentation is unattractive. Finally, no review of my opinion of Polyquest 2000 is complete without Games Designers' Workshop producing a revised edition. At redesigned and significantly better bound out (at the same price of £12.95) systems revised and greatly lengthened rulebooks. The organisation of the rules have been improved significantly and a wealth of examples of play have been included, making the system much easier for players and thus easier to pick up. The only negative point is that the many card covers in the first edition rulebooks have been replaced by plain, brown paper covers. In Polyquest 2 might I might with care... this sort of bending all too often fails apart after a few sessions of play! That aside, the new edition is an improvement in all respects, and turns a product which I feel several reviewers here had a game it can unquestionably recommend.



Music is the food of love, and we all know what country's best at that. Jon Bates tunnels through the channels of France's latest MIDI package for the Atari ST.

Music software lures after its nation the way some cancers take after their dogs. German programs tend to be ordered, mathematical, comprehensive, and massive. American software houses are successful at wrapping up even the least inventive programs in glossy boxes. Back in the UK, the programs are often innovative, but underdeveloped and packaged in a spartan, bare-bones manner. Unfortunately, that's about it.

And what about most of Europe? Well, there are the Italian, Spanish, Greek and French programs? Well, a minute... did I say French?

If the software follows the country the French approach would be artistic, lacking a few facilities, but nevertheless be pretty

comprehensive. The packaging would be well-chosen and chic, and the program itself would probably make up for its lack of music with a 16-track, easy-to-use approach.

And as far as the music content goes the French are extremely well placed, with a government-funded research and development establishment right in the heart of Paris. This institution, IRCAM, panders to the Ivory Tower theory that the art must develop on its own and be misunderstood by everyone else.

IRCAM developed its own software, its own hardware and computer language and its own synthesizers, at great expense. Similarly, Jean-Michel Janin's *orchage gear* is nearly all French—peculiar, modern and expensive.

So far, so bad news for

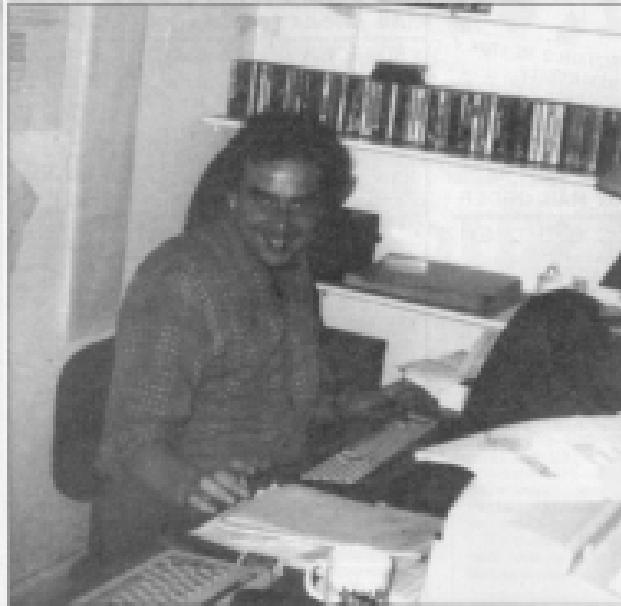
micromusicians. But there's now a new breed of French music software, and the first package is *Muslogy*—developed by Oxygane, published by Cetisus, and marketed in the UK by Sunsoft.

Studio 24

The package comes in two parts, which stand alone or run simultaneously— one is a 16-track sequencer.

Studio 24 is a 24-track MIDI recorder for the Atari ST. The sequencer, similar to several other sequencers, stores 24 tracks across the top of the screen, has various and many features underneath each track, and a lot of cassette-recorder style controls. The menus drop down and the writing goes flip to an edit screen—other functions appear as active

"Jean-Michel Janin's *orchage gear* is French, peculiar and expensive."



Windows.

Getting going is easy - just plug up the MIDI leads and sit back. The program automatically logs the name of each recording and sets that up as a pattern (select a track so you don't have to worry about length when you start reworking over the keyboard of that machine).

Playback is simple too - no menus and the track comes back to you. Each track can be named, and (nowhere) there's enough space to record a few pertinent details about the equipment each track is plugged into.

The facilities for copying blocks and moving them within a track, or from track to track, are accessed from a drop-down window. All you need to know is which bar number the block starts and finishes at.

Option concoction

Although the main screen is basic compared with the jungle of options that some sequencing software offers, you can choose from internal MIDI and tape sync. (The last option is obviously there with an eye to getting your hardware tape sync box.)

Tempo can be changed either by the mouse button or by dragging a slider or entering the numerical value of the tempo. As well as all numerical functions in Studio 24, you can actually type the number in—or do the menu route. I did find one or two menus where numerical input wasn't possible.

There's also a cursor function, which will loop from the beginning of the track to the last point recorded—but I

couldn't get it to stop on specific bars, and anyway it left a blank bar before stopping each time.

Heaven has the handy habit of dragging you in after the last section you recorded. It can be beaten to a bone, depending on what you're doing.

If you've just achieved the sort of you dreams, it's fine as you have no chance of intervening in it but if you still trying to perfect a bass, drum or chord pattern, it becomes a pain as you have to skip, erase the track, and start all over again.

I particularly liked the notes of application for each track, which sends the stop patch, the various control numbers and the velocity range plus a pitch bend range setting.

There's a worthwhile attempt at user-friendliness — as you go through the program changes, it also changes the voices on the synth so you can hear and see exactly what you're doing. It's also compatible with MIDI drum kits.

You've got note-on quantise

I wasn't too enthused with the sequencer functions, which are a little simple and diagnostic by today's standards. If you want to programme something you have to select that before you record your pattern or to copy the unquantised pattern onto a track that has been set to the notes on you want, or there you are.

Note-length operation is set on the next page after you've recorded. Though it covers all conceivable note values and very suddenly has a drawl

local question... note-on and note-off stored immediately — it's not a bit basic, though many of the quantisation features that seriously-priced sequencers have.

Notes or rests can be added, taken away or simply moved around with ease, but the track is polyphony; you have to deal with it in notes at a time. Though it's not easy to edit specific MIDI notes that applies to aftertouch, velocity etc, you can alter details of the programme and velocity.

Yet what's unique about this package is the C and G keys above tracks 23 and 24.

Now you C M

C means chords, and either like a single keyboard, this will identify chords and play them according to the rhythm pattern you set up on this track, it can identify most of the common chords and resolve them, often in only one inversion or position. M is for the melody, which must be monophonic.

Once the program is given these tracks as information, it will go away and calculate three other tracks which are in perfect harmony with the melody and accompaniment.

So if you had a melody in mind and a few chords to go with it, Studio 24 will calculate the rhythms that turn a simple tune into a sort of full-blown arrangement. It can calculate other chords or note harmonies.

Having done all this, the program has a print function that lets you convert your efforts to hard-copy. It is compatible with Atari and Epson printers, and will give you melody in the middle staff, a polyphonic harmonic line in the treble clef, a bass line, and the chord symbols written out above the staff.

Any transpositions you've made are automatically adjusted in the notation, so you know what you've got.

Sadly, though, there is no alternative configuration program for guitars beyond Atari and Epson.

Big Band

The extension to Studio 24 is called Big Band. Given chord and melody information, this will come up enormous arrangements including chime patterns, countermelodies, etc and so on, all assigned to separate MIDI channels.

It will even knock off a melody for you once given the chord sequence, and it can calculate chords to some extent.

But all is achieved by selecting the style you want, as you are limited by the styles offered, and the programme's interpretation of it. On its own, Big Band acts as a player and not a receiver of MIDI information.

Both programs are very innovative, in fact. They are artistic, making a few facilities just unnecessary, pretty comprehensive. The packaging is anti-climatic, and often the programme documentation makes up for a lack of music with a fast-track, keep-to-the-point approach. Just goes to show...

■ To buy Studio 24 £118, Big Band £198. Available from Soundwise, 49 Galton Tower, Birmingham B3 2NE. Tel: 021 223-3440 or (021) 223-0001.

"Big Band will even knock off a melody given the chord sequence"

THE DARK FUTURE IN YOUR HANDS

Thanks to Games Workshop and TGM

... USA, 1988: The Sanctified Operatives is a new breed of law enforcers. A blend of bounty hunter, hired gun and old-style fighter pilot.

In the vast tracts of lawlessness outside the Policed Zones (Preschool of the great cities), motorised gangs rule supreme. They巡察 the scattered communities along the Interstates, and war constantly among themselves for territory and prestige. The roads have become a battle zone, where the survivor is the weak survivor ...

This is the world of Dark Future, the grim RPG from Games Workshop — and now you can enter the future by winning one of 20 game kits and a Games Workshop Lancaster model kit!

All you have to do is translate the Dark Future slang shown into its 1988 equivalent, by matching the numbers and letters.

For instance, if you think "gagging" means "kilometres", just write B-H on your list of answers.

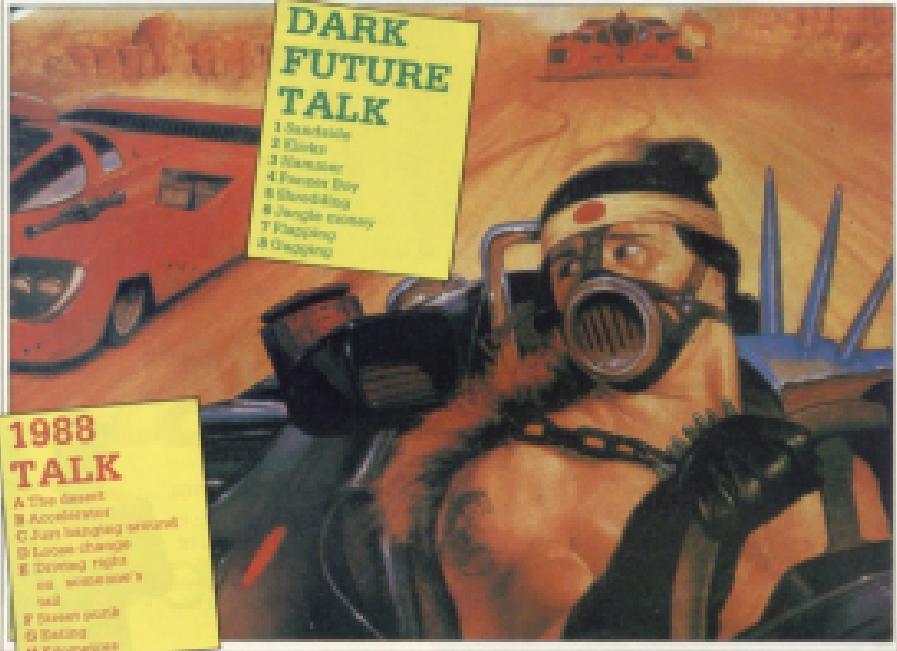
Send your answers on a postcard or the back of a sealed envelope to DARK FUTURE COMP, TGM, PO Box 10, Ludlow, Shropshire SY9 1OB, to arrive by December 15.

The first 12 correct answers picked out of the time tunnel on that date win a ready-to-play Dark Future kit plus a model. The next eight win the Dark Future kit (but sorry, no models).

The decision of TGM's judges is automatically final, and the usual rules as printed on the contents page apply — even in a lawless society.

DARK FUTURE TALK

- 1 Sanctified
- 2 Clocks
- 3 Rambo
- 4 Farther Day
- 5 Gagging
- 6 Juggernaut
- 7 Flipping
- 8 Gassing



Turbo



SPECTRUM CASSETTE and DISC
COMMODORE CASSETTE and DISC
AMSTRAD CASSETTE and DISC
ATARI 520 DISC
AMIGA 500 DISC
IBM PC + COMPATIBLES DISC

BENOIT METGE
Paris-Dakar 1981 : 1st
Tourist Trophy 1983 : 1st
Paris-Dakar 1984 : 1st
Paris-Dakar 1986 : 1st
Turbo Cup Porsche : 1st



Turbo Cup



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Turbo Cup

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Be BOMBUALED

...with Image Works and a host of board games.

QUESTION: What happens when six top programmers get together? **ANSWER:** Yes, that's right: the compo, *Bombuzed*.

Bombuzed, due for review in **TIGER 14**, is the bombastic new puzzle game from Image Works, complete with designer set, 3-D 3D-D option – and contributions from six leading game-creators.

David Bishop is the designer and Tony Croftner did most of the programming, but stars like Jeff Minter, Andrew Braybrook, Ulrik and Jon Ritman have all contributed levels.

And it's one of those deceptively simple challenges that should keep you coming back for more till you smash the machine in frustration. (The broken machine could be Amiga, ST, Amstrad CPC, C64 or Spectrum.)

But if you do that, you'll need something else to play – and that's where this comp comes in. Image Works are offering the winner a bumper bundle of board games plus a choice Image Works goodies bag.

The first five numbers up get Rubik's Clocks – infuriating follow-ups to the best-selling Rubik's Cube – plus goodies bags, and the next five get the bags too.

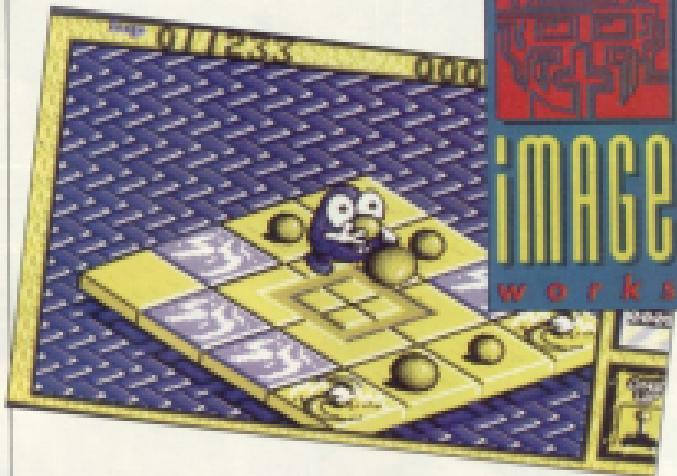
And all you have to do is name one game (apart from *Bombuzed*) by each of the famous programmers working on the new Image Works releases.

Send your answers on a postcard or the back of a sealed envelope, with your name and address, to **BOMBUALED COMP**, TIGR, PO Box 10, Luton, Bedfordshire SG9 1DR. To arrive by December 15.

The decision of TIGR's judges is final in all respects, cos they're so smart, and rules as printed on the contents page apply.

Just name one game
by one each programmer:

- David Bishop
- Andrew Braybrook
- Tony Croftner
- Ulrik
- Jeff Minter
- Jon Ritman



READERPAGE

"After a five year affair I am shortly to be married to an Atari 520 ST with colour monitor!"

So says a mystery correspondent as the ugly ST/Amiga war rages on again. But all is not as it seems at Readerpage Central. Who can say what is real and what is MDA?

THE HORROR TALES ON

Dear Games Machine

Companies that already convert ST games to the Amiga really bug me. Why don't they spend a bit more time there and try to stand out from the crowd? I don't feel it's much use to the Amiga why not just enhance the STs?

As for you mag, it's well put together, at least most of your articles are interesting (although most aren't). I'd like to see more reviews though. The Amiga is superior to the ST in so many ways you shouldn't stop it from being reviewed! Don't give up because the ST has better software (because the changes is small). Good luck. Yours enthusiastically ST convert even though you programme Amiga as the superior machine. It is not people need the same way - and you might influence some others the bad one.

As the person in the industry, what a waste of time. If it's going to become others' mistakes it has been named. They find they cannot control the market share and move onto more popular things like the computer industry. Take my instance the old Price's ad, it is so boring, not unlike reading a book. I wonder if it's

hardly different to ST Days or Playday Plus? Although going to look for the Amiga's advantage obviously. What about the French when the men aren't programme? I hope a few more? Good computing, I say.

A strong I have been for a long

Concourse as all of the articles have been good, especially the ones on computer art.

Barry Flattery, Liverpool

On the question of how the so-called '16-bit' Amiga would compare, first you are slightly guilty of this title given that you call it the world's first 16-bit 'computer'. Quite frankly we all thought that 'any' changes is better than just ST as such. I must admit that these changes had to be made, but evidently we were wrong. All 16-biters review plastic irrespective of format. If ST games are frequently rated higher than Amiga - the fact is that's not all about game and console it's also individual merits irrespective of what format it is or what the game itself contains it is.

By the way, Mr Christian won't like you calling them a 'thing'.

16 BIT BLUES

Dear Games Machine

Comments on producing such a great mag I have another big complaint to make, not against you but against nearly all software houses.

What do they think they are doing? They are putting a massive load on independent producing software to match the capabilities of these less powerful

computers? If it wasn't for people like Argonaut, Infocomm and Wadsworth houses producing games such as Starflight 2, Master Blaster and Doctor Who I don't think I would buy any more than my average games player.

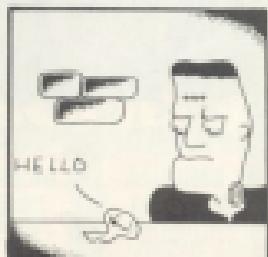
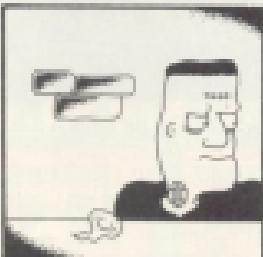
What I'm saying, with the Amiga it has everything the ST is missing!

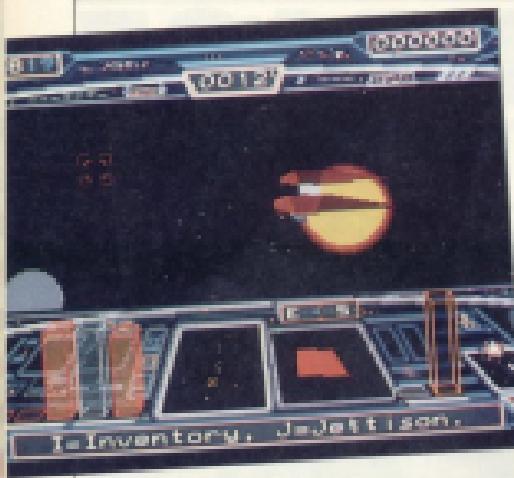


Has eight sound channels in four stereo pairs, multi-tasking, hardware scrolling, hardware controlled graphics and an 800x600 resolution. So why are software houses



CUTEY-POO MEETS FRANKENSTEIN'S MONSTER





T=Inventory, J=Just 1 sec.

CD and tape property, before they took
a seat in a cockpit of flightless aircraft?

Dave Waring, Kent

In the early days of CD-ROMs the majority of software houses were simply
plodding their previous, released games
in the new format without making any
substantial alteration to the games. Of
course, this always underlines such

as the ones you mention immediately.
But some publishers are learning to
put their money where their mouths
are in terms of development. The
publishers will change as the old becomes
more established, but as CD games
make substantially smoother the
changes that expand the current
industry.

SQUASHED PEGS

Dear Games Masters
(I once bought my Amiga 1200 but the
pleasure of buying some great
programmes, but I've noticed the differences
between American PAL and European
PAL formats.)

Amiga games usually use low
resolution, that means 320x200 pixels –
about a full-screen PAL. Low-resolution
PAL, however, is 220x160 pixels, so Amiga
games cost 1/3 less per European version
compared. This means that if games
were written in an NTSC system, we are

playing "squashed" versions of them over
here.

The same in PostDriver for instance have
real wheels, but I'm sure that using NTSC
screen the same wheels are perfectly
circle. I compared screen shots from
PostDriver 1.000 with screen photos in an
American magazine and the difference is
soooooo bigggg and obvious.

Given that PAL screens are only getting
17% of the screen, maybe NTSC games
should be 17% cheaper? Walter
Verhaeghe, Belgium



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and GREATEST FREESCAPE experience yet!

BY MAJOR DEVELOPMENTS



第十一章

Dear Nurses & Midwives:
And what is coming with the gynaecology.
This just another "business as usual" for
you would forget about it immediately, but not
the family will. Gynaecology scares. It is an
abomination.

My next comment is about the adverts of breast-feeding women - not about the government. Perhaps not about the parents that complain about them. Just what is wrong with the human body? I consider it to be a beautiful thing, don't you? What is a cultural beauty spot now?

www.industrytoday.com

Editorial Team

REFERENCES

provided such limited power as
now; therefore no such thing as the
possibility.

www.STRATEGIST

Dear Santa, Help!

which turned \$7 million into better than the Argo's. I have got the 37's, the 50's and the 100's together with three more salespeople. Here there's extensive training and mostly other 37 associated principals. All the money

has developed the software GL, which uses the graphics library OpenGL.

I think the graphics on the ST are a million times better than the Amiga, so the sound should also be a million times better. There is far more horsepower for the ST, so you can always make higher quality music.

The last 12 was completely different from the first time I bought any bird. After 12 I had more fulfilled and at peace with myself. I would say that my new found spiritual connection and strengthened the connection and now instead of feeling like disconnected I feel connected to my essence in the 12, and it makes me feel spiritual again after having the first signs of hopelessness in the beginning and now I feel 100% connected.

請問一下，誰是這位先生？

What action do you propose personally to take to support the 100% waste recycling movement?

PPPL: I don't know what all the fuss is about concerning plasma in computers until I wouldn't have questions of IBM being used in the butterfly computer way, but I think it's probably better than what it was previously used. But when I was here the computer question was never

U.S. News

100

Local Control Agency
Everyone knows that the Japanese live
better lives better than the U.S. because
of its better cities.

I would willingly sell my studio house
and all of my possessions, including my
lovingly kept cat, in order to buy a bigger
and better Apartment.

[View in map](#)

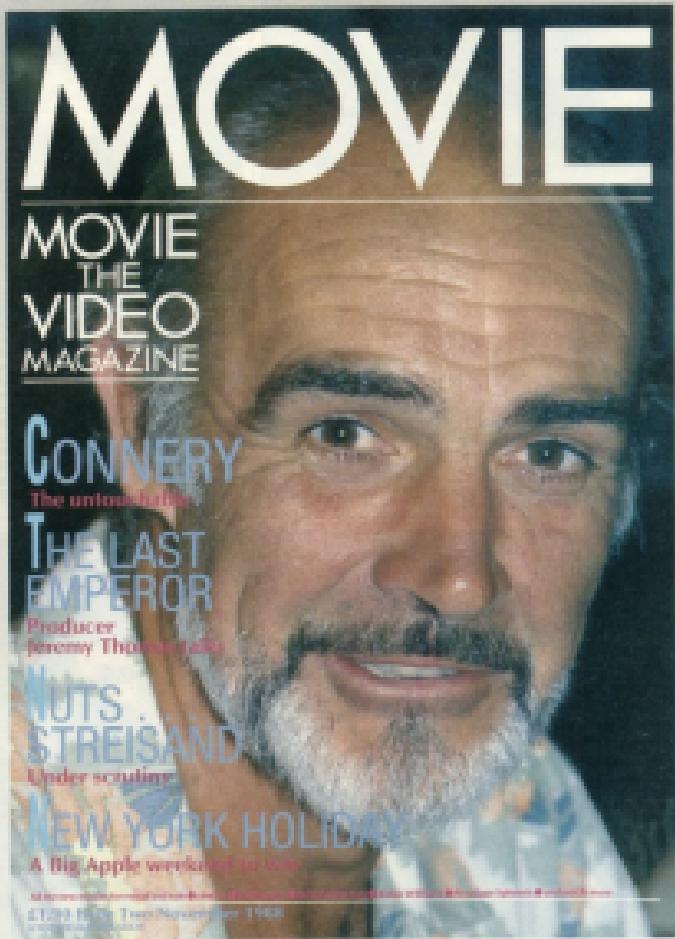
Angry? Some media folks feel like this could be 10000000000 better than their ordinary Angry which is that has ratings better than the ZF. I've heard rumors that the graphics on this new version matched or exceeded that they'd initially better. But really, just imagine that - the original Angry will be able to

...and the longer we go on, the more
people look on uncertainty that it will
influence space and at the end of the
month analysis says at this appropriate
moment so that I can know you in the
position. The positions are evident,
with the things done as you like to
activity or those Muslim, and get
away with it longer.

REFERENCES

My efforts with these students also show a difference in the use of memory and memory in computer aids. These memory speakers had them to sit writing from Leonardo's Codex. If I presented individualized the stages of my tape to take a healthy interest in the human body, and anyone who didn't want to respond.

Frankie went to Hollywood. Now Newsfield are too.

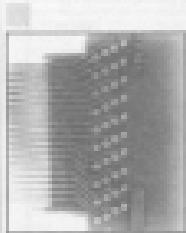
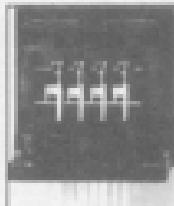


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MOVIE is the new monthly for the film and video world, published by the same people as TGM. Issue Two is out this month – 100 feature-packed pages on who's who and what's what on the screen PLUS a 14-page Francis Ford Coppola supplement, latest in a 12-part series MOVIE – The Video Magazine. £1.90 from all good newsagents. Subscriptions available – see MOVIE for details.



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PROBLEMS IN COMPLEX SPECTRAL POLARS IN THE REGION OF THE ABSORPTION BANDS OF TERNARY BLENDS AND THEIR POLYMERIZATION

卷之三

References

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1000 m elevation contour was taken with over 20,000 m² worth of herbaceous habitat either found outside or near the 1000 contour. L-Scores are

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Journal of Polymer Science: Part A: Polymer Chemistry, Vol. 38, 383–388 (2000)
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卷之三

Answers coming soon.

Change your HABIT. What are things you need within your business environment to be successful?

¹⁰ See *above* note 9; also *postscript* note 10A, which was deposited with the *Journal* before the author's death.

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Quantum systems have P-odd parities, whereas classical systems have P-even parities. However, other models

BEST BYTE (DEPT TON12), 2 QUARRY GARDENS, TONBRIDGE, KENT TN9 2SE

COMPUTER SYSTEMS

COMPAQ PALETTTE 112 colors and shades, \$199.95. Enhanced palette through built-in graphics, \$249.95. To port any CGA model, and expanded to 16 colors, \$269.95.

SCART 4.0V RGB Adapter (\$17.95) converts CGA model to Apple II, 1000 models to IBM PC/XT/AT, Super MC68000 and most CGA-based monitors. Two independent ports. Compatible SecureNet and AppleTalk. Read disk. 16 port input of 1600 models at present.

SCART 4.0V RGB Adapter for the ST has been modifyed, pricing during 1988. Most new 8-bit releases are now converted to the ST. Though the sound chip is poor compared with the C64 and the Amiga, the ST now compares much better because of the built-in MC6809.

COMMODORE AMIGA

PRICES: The Amiga 1000 including one megabyte disk drive, free software and a TV monitor is \$1,299.95 without keyboard and monitor. They can be found cheaper if you buy direct. The Amiga 1000 is only available in black and white. The Amiga 1200 starts at \$1,799.95. Packages including the 1200's monitor and a hard disk are also available.

AMIGA 1000: \$1,099 model 112K, A 1200 model 288K. Amiga model 1 Mac.

PRICES: 16-bit Macintosh 48000, 2.14 MHz. The processor has eight times more than the 6502's fast graphical graphics, video and sound chips. Memory uses 32-bit floating point math for 3D graphics. \$1,999.95. 12-bit Macintosh model from \$1,299.95 (\$2,099.95). 16-bit Macintosh model from \$1,999.95 (\$2,799.95). 16-bit Macintosh monitor from \$1,299.95 (\$2,099.95). Four packages offered in addition. Hard and Modem (Modem model which allows at 4000 baud) or serial.

C64 COLOR PALETTTE: 256 colors and shades. \$199.95. Enhanced Parallel port, 8-bit parallel output through monitor, TV or SCSI system. Built-in speaker and timer expandable card.

CGA 480: 16 bit port. TV port has a modulator in addition. All output to monitor.

CGA 480: CGA 480 3.5-inch disk. Features no serial.

CGA 480: Audio left and right, two joysticks, one keyboard, combined parallel and asynchronous data, mono/multichannel audio, expansion bus PCbus-in serial port — a serious present for musicians.

CGA 480: More is coming out of the games from the Amiga is still part of the job most computers. Over 1,000 business and application programs are available.

PC-COMPATIBLES

PRICES: The original PC was produced by Intel in 1981, but though IBM was not the largest single PC producer, being about 30% of all PCs, others of different producers compete. Many have the same hardware and software as the original PC.

PC/XT: Price: start \$1,249.95. Processor: 8088 8MHz, RAM: 160K, ROM: 128K.

PC/XT/286/386: 16 bit color, 8088 or similar processor using machine language. \$1,749.95 to my Commodore PC. Using IBM's PC BIOS or PC BASIC. \$1,849.95. 32-bit CPU. Completely designed on a business machine, the PC had very basic graphics. But there are now three PC graphics standards.

CGA Color Graphics Adapter, \$399.95 (\$1,099.95 for 16-bit processor).

EISA (Enhanced Graphics Adapter) at \$1,099.95 (\$1,499.95).

CGA Video Graphics Adapter at approximately \$1,499.95. But this is rare and expensive, and doesn't work with many monitors.

Some PC compatibles have built-in CGA, EGA or VGA (Video VGA) and addition graphic boards (or display adapters) can now be had from almost \$1,000.

CGA COLOR PALETTTE: EGA 40 colors and shades, CGA 16.

CGA 480: One channel, has the speed of the processor allows parallel/multichannel sound cards to be produced. Not designed as a game machine.

CGA 480: 3.5 inch disk. Colors usually vary.

CGA/EGA: PCBOARD 17 COLOR models memory have one or two external ports for 1.44M disk drives, but not SCSI, and others taking over. All others \$1,099.95.

CGA/EGA: Very few models are needed. Adels have integrated CGA and Commodore parallel ports.

CGA/EGA: Larger range of boards, some are not needed (because they fit in other PC boards).

Also these graphics cards are very popular.

CGA/EGA: Many graphics cards are not needed.

CGA/EGA

RESOLUTION SYSTEMS has 50 account managers.

COLLECTOR PALETTE 32-colour card and blocks.

SONAR Enhanced sound including speech synthesis played through a TV.

FORMAT IV only. The interface can be used with a monitor.

SOFTWAVE FORMULA Special computer hardware cartridge. Displays some effects by independently from the PC. No disc or tape storage is required for the formula. The expansion connects directly to the parallel port and other bus devices because of parallel port.

PRICE £19.95. Tel: 01-580 1700. TV: £19.95.

£14.95 P&P. Community: £20-£25 each. So far one software has been released in the UK, though hardware is available in Japan and the US (see Back Page). TELCO 21. Estimated user processor load: two games per monitor or one CPU.

PC ENGINE

PRICE £175 for console, power pack, joystick and monitor interface (Post & 5% VAT). Available only from Micro Megas, 27 Chipping Road, Wimborne, Dorset BH21 1PP. Tel: 01202 859189.

AVANTAGE INC. The Japanese manufacturer, are currently based in every large.

PRICES UNKNOWN. Japan: Agent believed to be a specialty importer there, though some reports say it's not.

RESOLUTION SYSTEMS: £29.95 (up to 32 background colours and 16 sprite colours maximum).

COLLECTOR PALETTE 32-colour card and blocks.

SONAR Enhanced sound through a TV or monitor.

FORMAT IV or monitor (no supplied interface).

SOFTWAVE FORMULA Special computer hardware PC Engine cartridge - no disc or tape.

FORMAT IV only. Cost: £20. Estimated user processor load: two games per monitor or one CPU.

COLLECTOR PALETTE: Games only. About 10 games are available in the UK.



SEGA MASTER SYSTEM

PRICE Games console including tape gun, game controller and power supply at £179.95.

RESOLUTION SYSTEMS: £29.95 (up to 32 colours maximum).

COLLECTOR PALETTE: 32-colour synthesizer.

SONAR Enhanced sound played through a TV.

FORMAT IV only. The Sega console is said to cost over a monitor.

SOFTWARE FORMULA Special computer hardware tape cartridge - no disc or tape.

FORMAT IV Cartridge only, two game cartridges plus the necessary joystick and TV port.

SOFTWAVE: Games only, mainly conversions of Sega master games.

This section is updated every month and we make every effort to ensure the information is accurate. Let us know if we've missed anything!

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Mouse Mat	

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This is just a small selection of
Amiga Software
at BBS.

**Software Prices
Dropped are H.A.P.
Program Starts 1/2**

Subject to
final edit

Don't be tempted
until you've had a byte
at YORCOM.

VISION

COMPETITION RESULTS

WHERE TIME STOPPED STILL

Quinnipiac is a Quicksilver network and should never be the subject when this subject of the year. Quinnipiac Times (Quinnipiac) available for purchase at \$2.

John Wesley, *Journal*, 1747-1791, Vol. 1, p. 10.

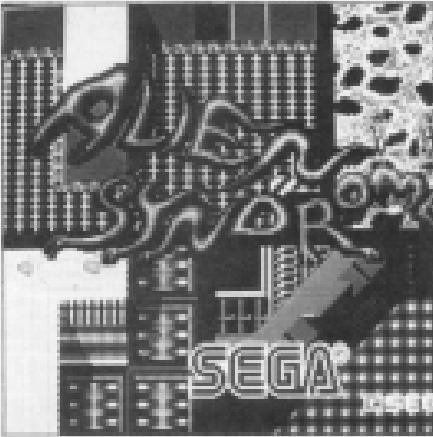


ALLEN STUDIO Projects

Bottlenose dolphins (*Tursiops truncatus*) are distributed widely but regularly along coasts of the genera Adam Rye (1990) for further details).

This winner was Chris Cartoff, Peoria, IL 61619.
He correctly identified the genus as *Spiraea*, which had been chosen from *Flowers*, 2014-15 by Vicki Johnson from the University of Illinois at Urbana-Champaign, and the photo was taken by Vicki Johnson.

and 11 hours, respectively, with the 100% PEG solution. The difference was 10%. For comparison, with the same weight PEG solution, the 100% PEG solution gave about 10% higher viscosity than the 50% PEG solution. The viscosity of the 100% PEG solution was 1.000 cP at 25°C.



The Games Machine

READER CLASSIFIEDS

WANTED

Church of Jesus Christ, Scientist, seeking information on the origin of the following: 1) antique wooden model of a steamship; 2) antique wooden model of a ship; 3) antique wooden model of a boat.

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Antique 1900, wooden model built of wood, painted, wood and glass. 10' long. 3' wide. 3' high. \$100.00. Call 212-222-2222. No offers accepted.

Money, in any way to make CDs in your spare time. Any information would be appreciated. Call Linda, 300-3000. Address: 300-3000.

Antique 1900, wooden model built of wood, painted, wood and glass. 10' long. 3' wide. 3' high. \$100.00. Call 212-222-2222. No offers accepted.

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- 11** Who was The Chameleons an Owen Lowe, from the rock band who had a hit eighties hit in 1987, and any one of The Chameleons in the 1980s new wave/synthwave bands.

12 What was and where is the BBS satellite, and when did transmission begin?

13 Unscrunch the software names from these silly names, **RAM ROCKERS**, **ALI GUITAR**, **ROSE O' ROME**.

14 How many programs are on Microsoft's *Windows 95 Home User's Library* CD? A) 11 for \$20, B) 1200 for \$200, C) 1000 for \$2000.

15 Give me ten century, when when that following words:
One machine can do the work of 100 ordinary men. No machine can do the work of one extraordinary man?

16 How do you also a free advert into PDA?

17 What colour are the new 128mm DVD Video discs?

18 Who produced the music for living service? Captain Blackbird and who is he married to?

19 In the *Antique's Guide To The Past* book, what is the name of the author?

20 What was the rear function of the Bush, and who was in charge?

21 What's the width of standard audio cassette tape?

22 Who made the first mobile TV device for Apple TV, and who first used the video special effects techniques?

23 When and where was the first computer museum opened?

24 How can we be sure that Captain's hero, Black Tiger has split hoofs?

25 Who are Instincto, programme and gathering programme?

26 Who was the first person to invent the computer, and when?

27 Name the cold myth, John Lennon, Jimi Hendrix, Prince John Paul II, Elton John, Moody

28 Who are Rowdy, Dean, Diamond, Romeo, Psycho and Bloody?

29 Paradise is the computer in Final Fantasy's game. In the Greek myth, what was the only thing left of Paradise's boy?

三

After you have run a plan on day 1, you can move on to day 2.

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The game is a cross between Code-Maze-Grid for the BBC and The Great Giza Sisters. AYESHA on the Archimedes contains constant presence of speech and is in 256 Colour Mode. The release date of the Archimedes version is on the 19th September 1988. ST and Amiga are released on the 20th of September 1988.

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**The shape
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Time never stands still — except in Ocean games — and at TGM we're racing to bring you the latest news and reviews of software, hardware and all forms of electronic entertainment. Looking back over 13 issues, the TGM policy of bringing you the best game reviews together with the most exclusive stories has, in my opinion, never been bettered.

TGM was the first to tell you about the PC Engine, the Sinclair Professional PC, the Komix console. TGM was the first to bring you the hottest news about laser guns, video camcorders, satellite TV, bulletin boards, computer crime, piracy, exploitation, even computers and the supernatural! But if you think you've seen it all, just watch this space, because ...

You ain't seen nuthin' yet

You've probably noticed some changes in the last months as we get to know what you want. Things like more playing tips, an expanded news section that doesn't just repeat what everyone else has published, more down-to-earth information on what's really what in hardware with the Back Bytes section, and of course exclusive coverage of all the new games coming from Europe and the USA.

(And did you know it could be next stop India? That nation is shaping up to become one of the world's largest software producers, and it's only a matter of time before they get heavily into games. We're looking into it already.)

So, next month, TGM unveils some exciting new sections to give you the complete guide to computer entertainment, all under one cover.

There's a taste of things to come in the What's New box, and you can see the new look logo on this page too. Reserve your copy of TGM#14 for December 95, and let us know what you think.

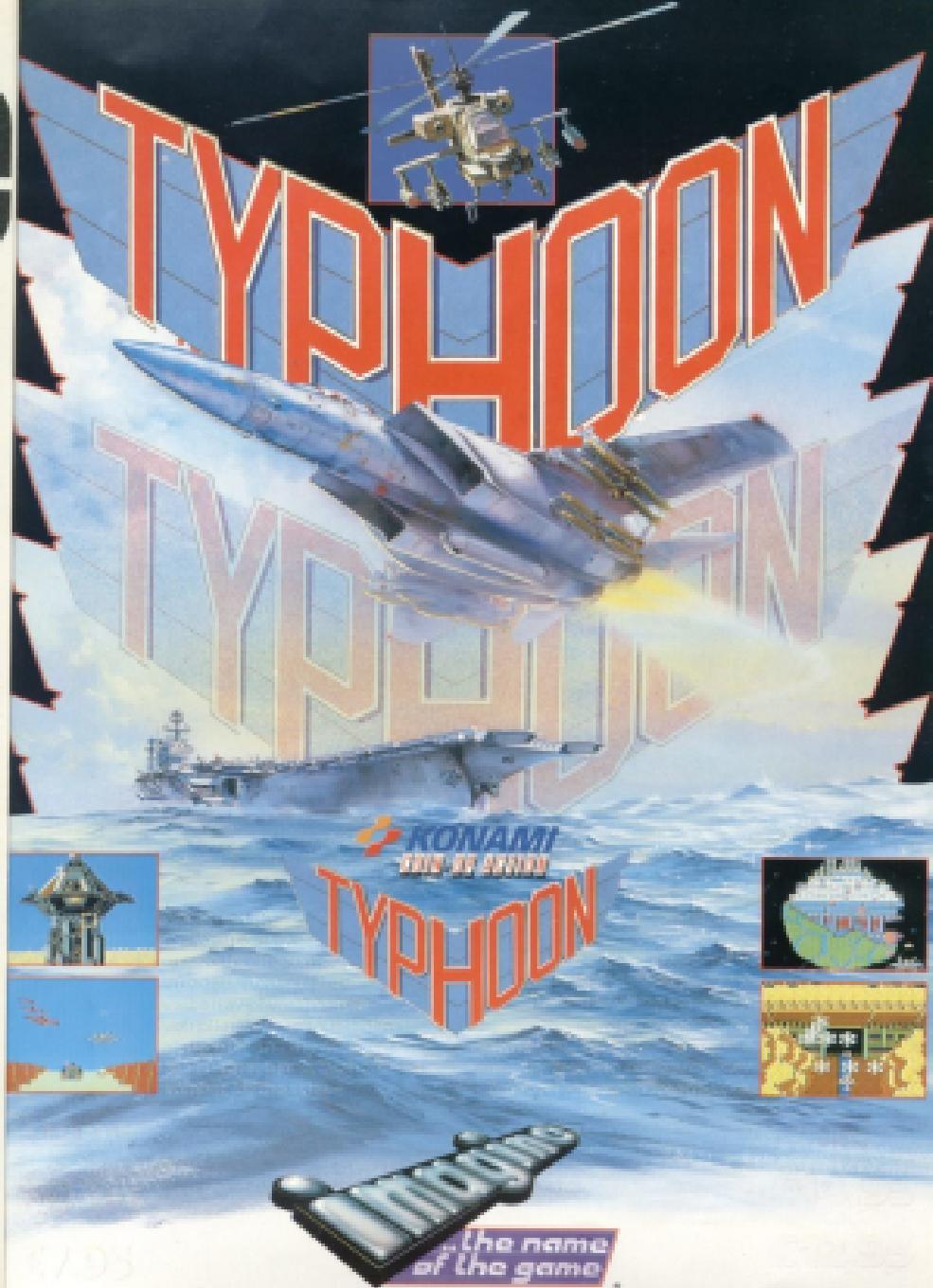
Jon Rose
Editor

What's new

- Charts — not just a boring Top 50, but facts and figures on everything that matters to today's gamer.
- Awards for the very best games — and the ones we wish they hadn't made us play.
- Thoroughly tested tips on every major release.
- No nonsense and no fluff in Back Bytes — just a complete hardware and software guide to help you save money.
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